

MARVEL SUPER HEROES™

DELUXE CITY CAMPAIGN SET

CAMPAIGN
SOURCEBOOK



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INTRODUCTION



In a wonderful city not far away, the world's most brilliant scientist stands on a rooftop, extends his body, and, like a sail flapping in the wind, drifts away on currents of air. Nearby, a freelance photographer swings over concrete valleys hundreds of feet deep, suspended by a thread.

In this city the supreme wizard of a thousand worlds studies a scroll written before the Himalayas rose from the earth. Sunlight strikes rainbow colors from the veined wings of a woman half an inch high. A blind man leaps across towers of glass, idly eavesdropping on conversations a quarter-mile away.

They live in a city of wonders, gigantic, electric, as super human as they themselves. The greatest city on Earth.

New York City, New York . . . in the MARVEL UNIVERSE™.

The city is not far away—right in this box, in fact. With the *Deluxe City Campaign Set*, a Judge can create a full-scale MARVEL SUPER HEROES™ campaign taking place in New York City—the Big Apple!—locale of many of Marvel's most popular comic books. This set explains the city's layout, describes some important organizations in detail, visits many landmarks, and gives the "feel" of life in the major city of the Marvel Universe. It also explains how Marvel's New York differs from the real article.

But this set offers something more important than mere information. From these pages Judges can learn how to create or improve full-scale campaigns set *anywhere*, and how to generate adventures using interesting background locations.

ABOUT THIS SET

The Marvel Universe fascinates its fans not only because of the heroes themselves, but because of the world in which the heroes live and the adventures they have there. For instance, think of Spider-Man, and you probably think of him swinging between the skyscrapers of Manhattan, stopping crimes, and taunting J. Jonah Jameson at the *Daily Bugle*.

The *Deluxe City Campaign Set* supplement is a new kind of product in the Marvel game line. It focuses not on the individual heroes but on the people around them, their environment, and the elements that make up the heroes' adventures. For descriptions of the heroes themselves, see the Original and Advanced Sets, or check out the other MARVEL SUPER HEROES™ game supplements published by TSR, Inc.:

MHAC6, *New York, New York*
MHAC7, *Concrete Jungle*
MA1, *Children of the Atom*
MA2, *Avengers Coast-To-Coast*
MA3, *The Ultimate Powers Book*
MA4, *The FANTASTIC FOUR™ Com-*

pendium

MU1-5, the massive five-volume *Gamer's Handbook of the MARVEL UNIVERSE*, the ultimate reference on heroes and villains.

This supplement is designed for use with the MARVEL SUPER HEROES Advanced Set, but it can also work with the Original Set rules. *The whole set is meant for the Judge's eyes only; players should not read it!*

For a Judge who has never lived in New York City, this set gives plenty of information on the city, its layout, institutions, and "feel." For the Judge who has lived there, this set explains how Marvel's New York differs from our own New York.

You will find in the *Deluxe City Campaign Set*:

(1) This 96-page *Campaign Sourcebook*, which describes New York City, with emphasis on the borough of Manhattan. It depicts many of the city's "Hotspots," landmarks that make good backdrops for adventures, such as the Empire State Building and the Morlock Tunnels. For more about the "Hotspot" format, see below.

The Sourcebook also includes write-ups of three organizations that figure prominently in super-heroic adventures: the police, the Maggia crime families, and the repair agency called Damage Control. By learning how these work and meeting the people who run them, the Judge can use them more effectively in a campaign.

Then come sections that evoke the atmosphere of life in a big city, the "feel" of the metropolis to those who live there—both above ground (Chapter 5) and below (Chapter 6).

(2) The 64-page *Adventure Book* describes the ingredients that make a good adventure: the villain, character goals and motivations, adventure hooks, plot twists, and so on through to the grand finale. It gives advice on running an ongoing campaign that supplements the advice in the *Advanced Set*.

The book begins with a rundown of a given year's major events in Manhattan. Any one of them can provide the "hook" for an adventure.

The book also includes many small scenarios tied to the Hotspot entries in the *Campaign Sourcebook*, as well as a large adventure, "Fun City," which uses the locations described in the *Sourcebook*. Each brief adventure illustrates a way to use the *Sourcebook's* locations in the campaign. The Judge can use these as springboards for his or her own adventures, or as lessons in how to turn locations into scenario ideas.

Again, the *Adventure Book* is for the Judge's eyes only; read it after reading this *Sourcebook*.

(3) There are four large maps in this box. Two of them fit together to show a large section of midtown Manhattan, including Rockefeller Center, St. Patrick's Cathedral, the Roxxon Building, and Four Freedoms Plaza.

The third map shows selected New York sites, including the United Nations grounds and the Empire State Building, as well as Central Park and a typical subway car.

The fourth map depicts the Statue of Liberty. The Statue is described in this book, and several of the adventures in the *Adventure Book* use it as a setting.

THE "HOTSPOT" FORMAT

The location descriptions follow a standard format designed for maximum use and flexibility. Not every entry has all the following sections, but most do. Here are the sections.

Overview: A brief description of the Hotspot and its function.

The Area: The part of New York where the Hotspot is located.

Description: This lengthy section gives the Hotspot's layout (where applicable) and appearance. Sometimes the entry describes the materials the location is made of, since combat involving PC heroes and villains often produces heavy damage.

NPCs: Sometimes the description includes statistics and backgrounds for non-player characters (NPCs) associated with the Hotspot. These are written so that the Judge can role-play them well in appropriate encounters.

Crimes: The kind of criminal activity associated with the location; also, major schemes by super-powered villains known to have been centered there (where applicable).

Campaign Use: This comes in two subsections. First, the text describes possible uses for the Hotspot in a Manhattan or New York campaign.

The second subsection gives Judges ways to adapt the location to other big-city campaigns set outside New York. For instance, the Empire State Building entry could apply to any skyscraper in another city. Some unique New York locations, such as the Statue of Liberty, cannot easily be adapted, and in these cases there is no subsection.

Individual entries sometimes have other, special subsections that deal with particular topics. For instance, the Greenwich Village write-up describes that neighborhood's history as it relates to the Sorcerer Supreme, Doctor Strange.

USING THIS SET

It's perfectly all right to use this campaign set as a source of information about Manhattan and a collection of scenario plots. But this product also describes the ideas behind adventure design—and that education in *how to run a campaign* can generate more scenario ideas than a stack of supplements.

For the Judge who wants to learn about running a campaign from this set, here is one way to go about digesting all this material:

1. Give this *Sourcebook* a quick once-through reading to get a general idea of its contents. Read about the locations and organizations that look

most interesting, and get an idea of the city's ambience or "feel."

2. Look at the scenarios starting on page 36 in the *Adventure Book* that tie in to the location description. Note the design principles used to turn the location's interesting features into a working adventure.

3. Read the first part of the *Adventure Book*, especially the advice on conducting a campaign. The discussion of story ingredients should stimulate your own creativity, provoking good ideas and ways to customize adventures to your own group of players.

4. Try designing a simple adventure. If you aren't already used to designing adventures, you may want to look at the story ingredients, and try putting one together. Go back to the locations and organizations in this sourcebook for settings and opposition, to the scenarios and longer adventures for models, and to the *Advanced Set* or other game products for useful characters. Designing adventures is challenging but also fascinating.

5. Browse at leisure. With the experience gained from designing the new adventure, start at the top and read through the whole set in greater detail. With the material in this set, it won't be long before your players are ready to embark on a full-fledged campaign in the Big Apple, New York City!

It's a wonderful town!



CHAPTER 1: Greater New York City

A VIEW FROM THE AIR

Descending over the north Atlantic coast of the United States, whether under their own power or in a handy Blackbird, Quinjet, or passenger rocket, heroes can clearly see New York City. The metropolis is part of the urban sprawl that stretches from Boston (to the north) to Washington, DC, and farther south.

Centered between the New England and the Capital sprawls, New York lies at the mouths of the Hudson and East Rivers. Miles of buildings spread outward like a brown stain along Long Island, the New Jersey Coast, and upstate New York. Yet skyscrapers in their midst of those miles of stain reflect the sunshine like diamonds. Diamonds amid the muck . . . an image that may flit through the minds of New York's visitors on many occasions.

ITS SIZE

New York is the greatest city in the United States, perhaps in the world. It stands foremost in finance, culture, the arts, communications, ethnic diversity, cuisine, and fashion. It has been the largest city in the United States for over 150 years.

The 304 square miles of New York City proper are home to about 7,000,000 people. The greater New York City area, including nearby suburban areas in New York State, Connecticut, and New Jersey, has an estimated population of nearly 17,000,000 people, ranking it with Mexico City and Tokyo as one of the most populous areas in the world.

New York has been at the center of the world of commerce since the Erie Canal opened in 1825. More money flows through Wall Street and the Financial District than anywhere else—\$200 billion a day in banking alone. The city's garment district is a leader in textiles. The major television and radio networks, publishers, some of the country's largest newspapers (*The Wall Street Journal* and *The Daily Bugle*), and many gigantic corporations (notably Roxxon Oil) make their head-

quarters here.

The city is famed for its culture. Broadway, the Met, Times Square, the New York Philharmonic, Lincoln Center, the Metropolitan Opera—you can hardly throw a villain without hitting a museum, theater, gallery, art cinema, bookshop, or comic-book store.

New York's teams dominate (or try to) in virtually every American sport: the Mets, the Giants, the Knicks, the Yankees, the Jets, and once upon a time, the Dodgers . . . not to mention boxers, horse racers, and teams dedicated to soccer, hockey, and even cricket.

New York was once the capital of the United States. Now it is the political capital of the world, for it hosts the United Nations headquarters. And citizens of every race, creed, origin, accent, and background live here in a patchwork quilt of neighborhoods: Chinatown, Little Italy, Yorkville, Harlem (both black and Spanish), and many others.

Often these are immigrants, or the descendants of immigrants. In the last century, and even today, New York City has offered sanctuary or a better life for millions of families from other lands—the “tired, poor, and huddled masses” commemorated in the city's most famous monument, the Statue of Liberty. This infusion of talent helps give New York City its unique character.

ITS SUPER-HUMAN POPULATION

New York also boasts of, and sometimes complains of, the greatest concentration of super-human beings on Earth. New Yorkers who look up are as likely as not to see Thor or the Human Torch flying across the sky. Spider-Man, Daredevil, and other crimefighters swing through the steel-and-glass canyons above the streets. Beneath the ground, mutants haunt the Morlock Tunnels. And Doctor Stephen Strange, the Sorcerer Supreme of Earth's dimension, makes his home in Greenwich Village.

Super-powered individuals in simi-

lar concentrations can be found only on other planets, such as the Moon's Blue Area (where the Inhumans live) or the worlds of the Shi'ar Empire; or in other dimensions, such as Asgard and Olympus.

New Yorkers are lucky that so many costumed crimefighters dwell there, because the city is among the most crime-ridden in the world. Petty crimes such as muggings or purse-snatchings happen on nearly every street corner in some neighborhoods. There are more drug addicts here than anywhere else in America. Groundskeepers who plant trees in the parks must handcuff them to the ground to discourage tree thieves. And many major criminal organizations, such as the Kingpin's apparatus and the Maggia families, are based in New York.

This city keeps a hero busy!

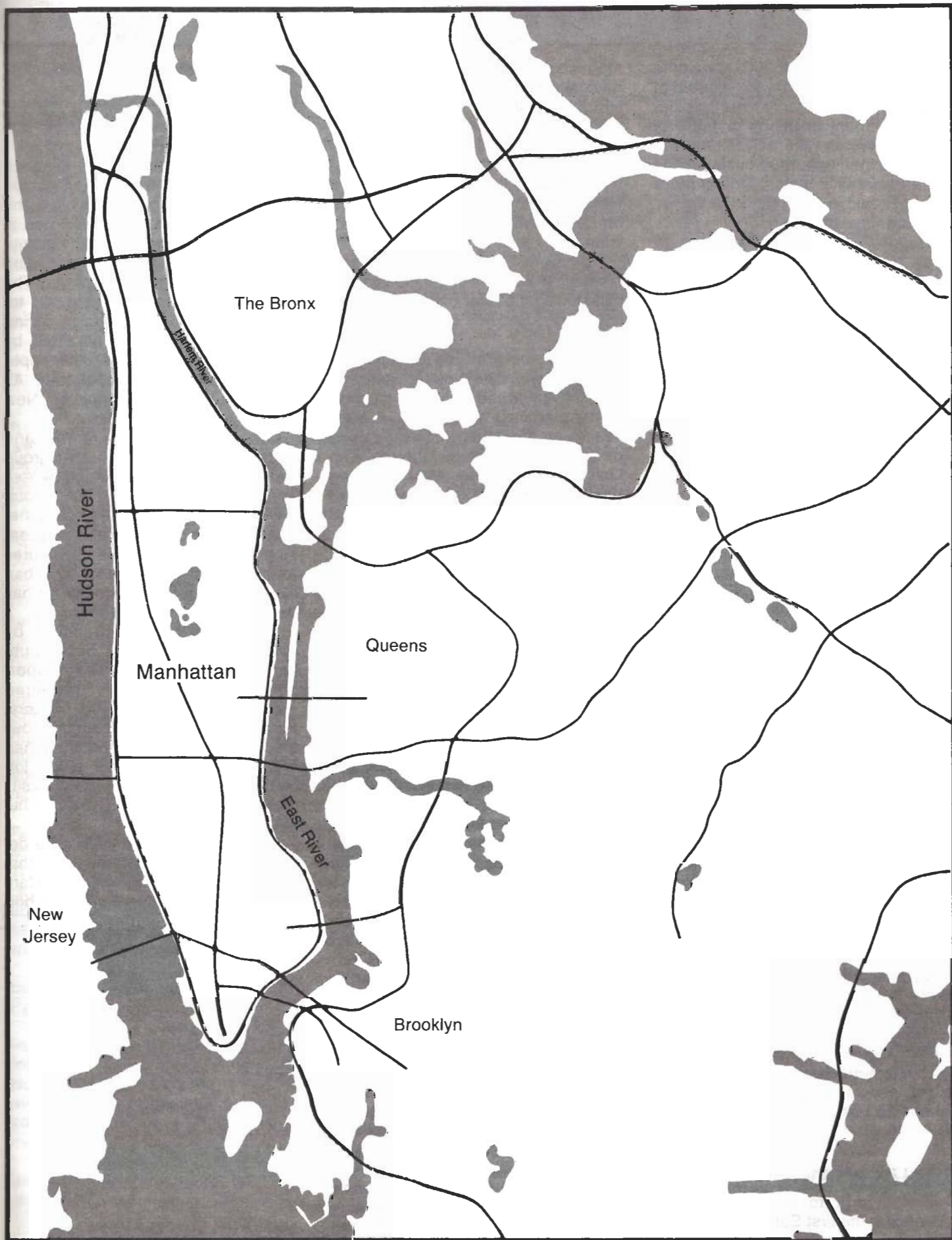
ITS GEOGRAPHY

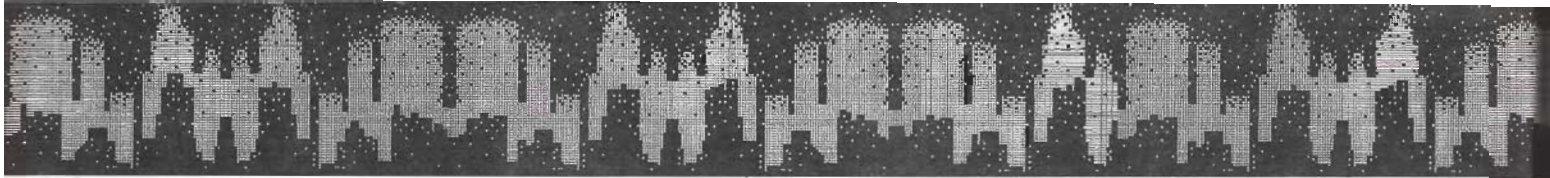
New York is built on the water, separated from the United States by geography as well as culture. Only one of New York City's five districts, or “boroughs,” lies on the mainland. The rest are islands, or parts of islands. Though Manhattan Island is only 13.4 miles long and the other boroughs not much larger, the entire city embraces nearly 600 miles of waterfront!

The boroughs, each once a city in its own right, united on New Year's Day, 1898. The unification paved the way for a steady transformation from great city to metropolis. But even now the boroughs hold distinct identities.

Manhattan, smallest (23 square miles) but most powerful of the boroughs, is what most tourists think of as “New York”—skyscrapers and subways, taxis and neon, life lived at the edge of frenzy. It lies in the center of New York City geographically as well as symbolically, bounded by the Hudson, East, and Harlem Rivers. Many bridges and tunnels connect it to the other boroughs. Population: over 1,400,000.

Brooklyn (73 square miles) lies south-southeast, on the tip of Long Island. More people live in this borough





than any other: over 2,200,000. Some of them occupy wealthy Brooklyn Heights, but many more live in cookie-box apartment buildings or housing projects. Worse yet are the slums, full of abandoned or burned-out buildings with residents to match. On the other hand, Brooklyn also offers the Coney Island amusement park.

Queens is the largest borough in area (110 square miles), with about 1,900,000 people. It lies east of Manhattan, and is notable for many middle-class suburban neighborhoods, shopping centers, and a traditional way of life. (Peter Parker's Aunt May lives here, if that says anything.)

Shea Stadium is in Queens, along with both major airports (La Guardia and John F. Kennedy International). PC heroes taking a day off from crime-fighting might visit the beautiful beaches on Jamaica Bay.

The Bronx (43 square miles), the only mainland borough, lies to the north of Manhattan. Some of the most crime-ridden slums in the country are spreading rapidly in the South Bronx and Hunt's Point areas. But many residential neighborhoods remain prosperous.

The Bronx also houses no less than ten universities, including Metro U., whose attendees include Johnny Storm, Wyatt Wingfoot, and Jean Grey. Here also are the New York Botanical Gardens, Yankee Stadium, and (of course) the Bronx Zoo. Population: About 1,150,000 (the city, not the zoo).

Staten Island, once called Richmond, looks almost empty in comparison to the metropolitan congestion in the other boroughs. Its 56 square miles hold a mere 350,000 people. But the population has increased since 1964, when a connecting bridge to Brooklyn opened. And what a connection: the Verrazano-Narrows, until 1981 the world's longest suspension bridge!

The increasing population has set off a real-estate boom and put a strain on the famous Staten Island Ferry, still a popular way to get to Manhattan—and it still costs only a quarter.

ITS HISTORY

The bridge to Staten Island is named for the first European explorer

to reach the Hudson River, Florentine navigator Giovanni da Verrazano. He saw it in 1524.

Verrazano claimed the territory for France, but the first European settlers worked for the Dutch West India Company. They called the province New Netherland. In 1626 the director general, Peter Minuit, bought Manhattan Island from the Manahatto Indians for 60 guilders (\$24) in trinkets and beads. It is said that if the natives had invested that \$24 at compound interest, they could buy back Manhattan today.

In 1653 the province's capital became a city, called New Amsterdam. But its wealth and strategic situation worked against the Dutch. Eleven years later the British, led by the Duke of York, easily captured the city. The Dutch took it back in 1673, renaming the city "New Orange." But a treaty returned the city to the British the next year.

The merchants and settlers seemed unbothered by the changing ownership. Even then they were independent, businesslike, and tolerant. New York was a pirate port in the 1600s, especially popular with the infamous Captain Kidd. The first American trial governing freedom of the press took place in New York in 1735, when publisher John Peter Zenger successfully defended the right to free speech. Also at that time a colonial version of England's Hellfire Club appeared in New York City, an organization that survives (though changed in purpose) to this day.

But sometimes the tolerance and free-mindedness of New Yorkers could be pushed to the breaking point. The first blood of the American Revolution was shed here in 1775, when British soldiers wounded or killed several of the Sons of Liberty. After the Revolution, the city became the new nation's first capital.

In the 1800s and early 1900s, New York City's prosperity and its religious and political freedoms attracted millions of immigrants, mainly from Europe and Great Britain. From 1892 to 1954, ten million immigrants were funneled through the processing center at Ellis Island, near the Statue of Liberty. Some found success in the new world. For instance, Howard Stark became a millionaire industrialist and

founded Stark Industries. But many immigrants were exploited by the corrupt politicians of America's "Gilded Age," notably Boss Tweed and the others in New York's Tammany Hall.

In recent years a new phenomenon has appeared in New York City: the super-human. The group called the Fantastic Four took up residence in the Baxter Building, and the vigilante called Spider-Man started swinging between Manhattan's buildings. The Avengers appeared and banded together in the Stark mansion facing Central Park. Perhaps attracted by these high-profile heroes, other super humans flocked to Manhattan. As they have with other minorities, New Yorkers took them in stride.

Others heroes have come and gone. The mysterious mutant group called the X-Men has visited New York from time to time, and a related group called X-Factor had, at one time, headquarters in the Tribeca area. Moon Knight, a costumed adventurer, fought crime successfully in urban New York, but more recently he has been operating internationally.

Though greeted with scorn by some, especially *Daily Bugle* publisher J. Jonah Jameson, super-powered heroes have garnered admiration from most New Yorkers. Residents regard most super-powered villains with more contempt than fear; New Yorkers are a tough lot. Many citizens, jaded by the diversity of the city, manage to ignore super humans altogether.

On the next several pages are descriptions of some notable spots that can lure player characters out of Manhattan and into the neighboring boroughs.

THE STATUE OF LIBERTY

OVERVIEW

It is fitting that this survey of New York begins with a monument that was for millions of immigrants their first sight of New York and of the New World.

The "Statue of Liberty Enlightening the World" stands on Liberty Island in New York Harbor's Upper Bay. Details of the Statue are shown on one of the fold-up maps in this boxed set.

THE AREA

Liberty Island, once called Bedloe's Island, sits 1½ miles (60 areas) southwest of the lower tip of Manhattan, just half a mile (20 areas) off the coast of New Jersey's Liberty State Park. The 12-acre island is quite flat in terrain.

The Army built a post on Bedloe's Island in 1800. The star-shaped Fort Wood remained in service even after the Statue's construction and dedication in 1886 and was not abandoned until 1937 when the whole island was given over to the monument. It was renamed Liberty Island in 1956.

Half a dozen buildings, clustered on the far end of the island from the Statue, service visitors and staff. The buildings include a restaurant and offices for National Park Service personnel (the NPS is responsible for all national monuments).

At the far end of the island is a dock. Ferries leave from Battery Park on Manhattan Island once each hour. The leisurely journey to the Statue, including a full circle of the island, takes about 10 or 15 minutes. Ferries hold several hundred tourists and are always loaded to maximum capacity.

Another dock, near the Statue's base, is reserved strictly for use by Park Service boats.

A mile north of Liberty Island lies Ellis Island, once the processing station for millions of European immigrants. Now it, too, has become a national monument. But in the intervening decades it saw other uses, which have left monuments of a far different kind.

The Maggia criminal organization used Ellis Island as a testing area for a short-lived program to synthesize new

addictive drugs. Its subjects were teen-aged runaways whom no one would miss. All but two of the subjects died. The surviving pair, their latent mutant abilities activated by the drugs, became the vigilantes Cloak and Dagger.

Other minor islands in New York Bay include Governors Island, a National Guard base (1½ miles due west of the Statue); and Avengers Island (½ mile southwest of Liberty Island).

Avengers Island is actually a huge, mountainous barge, until recently called Hydro-Base. Formerly anchored in the Atlantic Ocean, the Avengers used it to launch their aircraft when the Federal Aviation Administration prohibited use of downtown Manhattan as an airport. Since relations between the Avengers and the government have warmed up, however, the Avengers gained permission to anchor Hydro-Base in the bay. They rechristened it "Avengers Island." (For more information on Hydro-Base, see MA2, *Avengers Coast-To-Coast*.)

DESCRIPTION

The Statue of Liberty depicts a classically garbed woman holding a torch representing liberty aloft with her right hand. In her left she bears a tablet inscribed with the date of America's Declaration of Independence. Her left foot stands on broken shackles representing tyranny.

History

The Statue of Liberty is a gift to America from the people of France. The idea for the gift originated in 1865 among a group of political activists led by French historian Edouard-Rene de Laboulaye, who opposed then-emperor Napoleon III. Laboulaye's idea to commemorate the spirit of liberty lay dormant until after Napoleon's fall. In 1871 the historian enlisted French sculptor Frederic-Auguste Bartholdi to design the Statue and lead the project.

Bartholdi himself enthusiastically promoted the idea in America and France to raise funds beginning in



1875. Construction began the next year.

In the technique Bartholdi used, known as copper repousse, thin copper plates are bolted to an interior armature or framework—so though it would appear solid, the Statue would actually be hollow. The armature was brilliantly designed by Gustave Eiffel, the French engineer who would later become famous for designing the Eiffel Tower.

Funding arrangements called for the French public to fund the Statue itself and Americans to produce its pedestal. But public apathy delayed the project for nine years. New York millionaires refused to fund a Statue of

Liberty, allegedly fearing that it would inspire unrest among laborers.

Finally, when the entire project seemed doomed, Joseph Pulitzer, editor of the *New York World* stepped in. His ardent grass-roots campaign for the pedestal finally raised the needed \$102,000 (from 120,000 working men and women and schoolchildren). Designed by American architect Richard Morris Hunt, the pedestal was finished in 1886.

President Grover Cleveland, who had opposed the Statue of Liberty at every step, had the glory of dedicating the completed monument on October 28, 1886.

The Statue reigned supreme in New York Harbor for a century. But weather, pollution, and tourists damaged it. A group of architects undertook a huge and expensive restoration of the monument, completed in time for its centennial in 1986. This time the millionaires of New York were only too glad to be associated with the Statue of Liberty.

Statistics

The Statue's height is usually given as 151 feet 1 inch (10 areas) tall; the 1986 restoration team measured it at 152 feet 2 inches. The Statue's pedestal is 154 feet tall (10 areas); the total from foundation to torch, 305 or 306 feet (20 areas), depending on the figures chosen.

The Statue is made of 310 copper plates riveted on an armature of 1,830 iron girders, and weighs 225 tons. The Statue's green film, or patina, comes from a natural tarnishing process called patination. Sculptor Bartholdi intended this to happen, because the patina is resistant to corrosion and gives the Statue a classical look.

The torch's flame, once made of copper like the rest, was later replaced with a framework of glass windows (prepared by Gutzon Borglum, sculptor of the great presidential monuments at Mount Rushmore). The flame was remade of copper and plated with gold leaf in the 1986 restoration. So thin is the leaf that no more than a few ounces of gold were used.

The pedestal was the largest concrete mass in the world when it was built. Faced with stone, it measures 91 feet (1 area) on a side at the base, and tapers gently to 65 feet (1/2 area)

per side at its top. The foundation is 53 feet deep. The whole thing weighs many thousands of tons.

Punching through the Statue's thin copper plates takes Excellent strength. Lifting the Statue requires Shift-X strength. Throwing it or tearing it loose from its foundation calls for Shift-Y strength. The Statue's structure is probably rigid enough to survive such an event intact. Nothing short of CL3000 strength could tear the pedestal loose from its foundation, and the pedestal would certainly be destroyed.

Most of the year, long lines of tourists stretch across the island waiting to enter the Statue. Inside the pedestal is the American Museum of Immigration. It includes the original Borglum torch, exhibits about the Statue's construction and restoration, and accounts of the history of immigration in America. One wall bears a plaque with Emma Lazarus's famous poem, "The New Colossus" ("Give me your tired, your poor, your huddled masses yearning to breathe free. . .").

A glass-walled elevator goes 90 feet up to the pedestal balcony. The elevator travels at a slow 200 feet per minute, to give tourists time to appreciate the view of the cavernous interior of the pedestal. One of the largest hydraulic elevators on the continent, it has no cables. The pedestal's interior space is 126 feet 7 inches (8 areas) high.

A long double-helix spiral staircase with 142 steps leads to the head of the Statue. Before the restoration the staircases were surrounded by prison-type screens of Good strength; these have been removed to expose the colossal interior of the statue. The staircases once had rest platforms at every turn, but the restoration team removed most of these.

The staircases themselves are metal of Excellent strength, and the pillar supporting them is of Remarkable strength. A successful FEAT roll can rip out a six-foot length of one staircase, a hunk weighing 200 pounds. This does not endanger the Statue's armature.

The crown bears seven spikes, symbolizing the seven seas and seven continents of the enlightened world. From the crown, visitors look out at a splendid view of the bay. A se-

curity camera, monitored by a Park Service official on the entrance level, routinely surveys the crown platform.

The restoration team installed a two-by-five-foot emergency elevator that lets Park Service employees go directly from the pedestal base to the crown. They also installed a ventilation system in the Statue interior, but in summer it still gets hot and stuffy inside.

The torch is surrounded by a platform, but this is not accessible inside the Statue. A 54-rung ladder that once led to the torch has been removed. However, there is a short, narrow staircase within the handle of the torch itself. A small door leads from these stairs onto the torch's platform. This is just big enough to stand on comfortably. The torch is not a self-contained unit and cannot be detached from the Statue.

(For reference, the parts of the torch, from the top down, are called the flame, drum and railing, soffit, handle, and pendant. Judges are welcome to dazzle their players with this trivia.)

NPCs

Josh and Mona Gawkmans

Tourists

F A S E R I P
Pr Ty Ty Ty Pr Pr Ty

Health: 22

Karma: 14

Resources: Good(10) Popularity: 10

Appearance: Overweight, pasty complexions, expressions dulled by an exhausting vacation. He is balding, she wears a wig that needs cleaning. Casually dressed, cameras around their necks, sunhats.

Talents: Photography.

Typical Dialogue: "Ooh, Josh, look at that! Get a snapshot for the folks."

Story Function: These innocent people can be menaced by collapsing structures, held hostage by villains, or just get in the way when the Judge needs to delay the heroes. But if the heroes need a lucky break, the Gawkmans can distract a villain with inane questions.

Perry Gawkman

Their son

F A S E R I P

Fe Ty Fe Fe Fe Ty Fe

Health: 12

Karma: 10

Resources: Poor(4)

Popularity: 0

Perry has Feeble ranks in all abilities except Agility and Intuition, which are Typical. He's a little brat who is bored stiff with the Statue, but intensely curious about any super humans he sees on the island.

Appearance: Short, pudgy seven-year-old wearing a T-shirt, corduroy slacks with holes in the knees, and tennis shoes. The T-shirt bears the likeness of a Marvel character (Judge's choice).

Talents: Being obnoxious.

Typical Dialogue: "I don't like you. Wolverine could whip your hiney."

Story Function: As his parents. For some reason Perry tends to follow heroes in their secret identities, making a change into costume more difficult.

The Statue of Liberty as NPC

F EX (20) Health: 280

A GD (10)

S ShY (200) Karma: 135

E AM (50)

R EX (20) Resources: N/A

I IN (40)

P MN (75) Popularity: 100

The Statue of Liberty has been the focus of an entire nation's hopes and beliefs for generations. Millions have toured it. The intense psychic energy generated there has imbued the Statue with a high "potential spirit."

Monstrous or Unearthly magic can make the Statue's armature flexible, strengthen its outer plates, and bring the potential spirit to consciousness. However, the Statue will not react unless there is some grave threat to liberty in the immediate vicinity. Then the Statue tears loose from its pedestal and fights the threat. People inside the Statue at the time are magically paralyzed and protected from harm.

Alternatively, the Judge can have each copper plate tear loose from the armature, whisk away overhead, and link up with the others. The hollow Statue reforms in mid-air, leaving the armature and tourists safe on the ground. Spooky!

The Statue's personality when animated is kind, deeply compassionate, and understanding, but it is con-

cerned only with preserving liberty and defeating threats to freedom.

Once a threat is ended, the Statue returns to its pedestal. No trace of its animation remains. At the Judge's discretion, non-super onlookers' memories of the Statue's intervention may magically vanish.

KNOWN POWERS:

Body Armor: The animated Statue has Excellent protection from physical attacks and Unearthly protection from magical damage.

Torch: The Statue's torch flames into life when it is animated. The Statue can strike wrongdoers up to one area away with the torch, inflicting Remarkable damage.

Inspiration: The Statue can inspire all good-hearted citizens in a three-area radius with the spirit of liberty and the courage to overthrow their oppressors. This is an Unearthly ability.

CRIMES

The Oriental mastermind known as the Yellow Claw sent psychically enslaved minions to occupy the Statue several years back. From there he intended to activate an "id paralyzer" that would allegedly sap the wills of everyone in America and allow him to take over the country. However, Captain America and Col. Nick Fury of SHIELD foiled this plot, using technology developed by Reed Richards of the Fantastic Four.

Most crimes on Liberty Island are less grandiose. A few pickpockets work the tourist crowd. Con artists might work a sucker or two in the restaurants. Employees in the Park Service offices probably use the photocopy machines for personal business.

Though no one has tried it, a suicidal maniac with an urge for publicity might climb to the Statue's crown, try to break through the thick windows, and leap to a showy death.

CAMPAIGN USE

The Statue of Liberty makes a grand backdrop for a huge, villainous scheme like the Yellow Claw's takeover attempt (described above). Heroes can easily be on the scene as

tourists or can hear about the scheme on television or radio—anything so conspicuous will be broadcast instantly.

The Statue, one of New York's major attractions, cannot be relocated elsewhere. But heroes based in other cities might take a Manhattan vacation. Then the Statue becomes a "regional encounter," a way to provide flavor for a New York adventure.

BROOKLYN: Coney Island

OVERVIEW

From New York Bay the next Hot-spots of greater New York range northward through Brooklyn, then Queens and the Bronx, Ryker's Island, and finally the bridges and tunnels that lead to Manhattan Island.

Brooklyn's Coney Island is one of the most popular amusement parks in the country. It features a boardwalk with carnival rides and other amusements, all facing a sandy beach. The park draws many New Yorkers and tourists, including heroes in their secret identities.

THE AREA

In recent decades, Brooklyn, most populous borough of New York, has suffered urban blight: crime, filth, unemployment, and illegal aliens. Graffiti covers every city wall and subway car. No parked car is safe.

How did it happen? Crooked landlords and real-estate speculators shuffled welfare families rapidly through apartments to collect "finder's fees" from the city, or they burned down buildings for the insurance. Except for the landowners in Brooklyn Heights (New York's first suburb), the upper classes deserted Brooklyn.

Some residents say that the trouble started as far back as 1957, when the Brooklyn Dodgers baseball team moved to Los Angeles. Thirty years later, some Brooklynites (including fans who weren't even born before the move) still lament the loss and curse the team. The Dodgers' stadium, Ebbets Field, is now a generic middle-class apartment complex.

Brooklyn is now showing signs of recovery, and its ethnic diversity gives it a strong international flavor. Over 80% of its citizens belong to minorities. One in three Brooklynites is black, one in five Hispanic. The borough is a patchwork of ethnic groups.

Notable Brooklynites include writers like Herman Melville, Norman Mailer, and Truman Capote; composer George Gershwin; and Sigurd Jarlson, construction worker and secret identity of the thunder god, Thor.

Thor keeps an apartment in the Bay Ridge neighborhood, just behind Shore Parkway and near the Verrazano-Narrows Bridge. Steve Rogers, Captain America, once lived in Boerum Hill.

Names a Judge can drop when running Brooklyn adventures include Flatbush Avenue and Ocean Parkway (streets); neighborhoods such as Canarsie, Brownsville, Bedford-Stuyvesant (pronounced "STY-vessant," often abbreviated "Bed-Stuy"), Bensonhurst (mainly Italian), and Cobble Hill; and Jamaica Bay, Prospect Park, and the Green-Wood Cemetery.

And, of course, Coney Island.

DESCRIPTION

Coney Island really was an island until Coney Island Creek silted up. Now it is a five-mile-long peninsula that sticks like an appendix off the southern end of Brooklyn. In the mid-1800s it was a fashionable retreat for the well-to-do. The subway route that connected it to urban areas in 1920 made it a popular middle- and lower-class resort, the "Riviera of the poor."

Coney Island's peak years came in the 1930s and '40s, when a million people would visit the beaches on a hot summer Sunday. The boardwalk stretched for miles, offering hotels, restaurants, theaters, and Dreamland and Steeplechase amusement parks. One hotel was built to look like an elephant.

The most popular ride for many years was the parachute jump, built for the World's Fair in 1939. The brave customer sat in a chair suspended from a high tower, then dropped gently down through empty air—attached to a parachute guided by cables. The ride is now closed.

Coney Island was gaudy and glamorous, a touch of romance in the lives of the working classes. Here *Daily Bugle* reporter Ben Urich met his wife-to-be, Doris, who worked a concession stand. They remain happily married.

Coney Island has fallen on harder times today. The amusement parks, once huge, have given way to high-

rise apartments and condominiums. Only a few attractions remain active. But you can still get cotton candy and "coney dogs," hot dogs covered with corn bread (known in some parts of America as "corn dogs"). And the beaches still attract 500,000 swimmers on hot days, and 25 million people a year.

Names to drop: Sea Gate, a residential district on the western end of the peninsula; the Luna Park housing project; Gravesend Bay, to the northwest.

The Boardwalk

This long promenade of fast-food joints and arcades is made of thick wooden beams (Typical strength). Its ten-foot width is always crowded during daylight hours with tourists of every ethnic background. They move to and from booths that sell pizza slices, ice cream, and—a Coney Island original—hot dogs. Wooden benches stand on the boardwalk's outer edge. Many garbage cans there are emptied several times a day.

The boardwalk rests on thick wooden pilings about eight feet high (also Typical strength). The area under the boardwalk, commemorated in a popular song of the 1950s, is out of the sun and relatively private. The ground is the sandy beach, whose shore lies about 20 yards (1½ area) away.

At the end of the boardwalk is the New York Aquarium, built in 1957. Over 300 varieties of aquatic life are here, including white whales, dolphins, sharks, penguins, and electric eels.

Amusement Park Rides

Coney Island's rides include roller coasters, merry-go-rounds, and a Ferris wheel. Here are game statistics for these rides.

Roller coaster: The first custom-built roller coaster in the United States opened at Coney Island in 1884. Today a typical roller coaster here stands about 150 feet (10 areas) high at the highest point, and covers space at least 44 yards (1 area) long and half that wide.

Roller coaster frameworks consist of thin steel girders called uprights and bents. These are of Good strength. Only massive damage could realistically cause the roller coaster to collapse, but the Judge can increase its fragility for dramatic effect during an adventure.

The track, four feet wide and as much as a mile long, includes hills, straightaways, and sometimes loops. Heavy wooden tie beams of Good strength support the metal track, which is of Excellent strength. A motorized chain (Excellent strength) pulls the roller coaster trains up inclines, and gravity pulls them down.

Roller coasters are not the safest form of transportation, but they do have several safety features. If an incline chain breaks or its motor stops, ratchets keep a train from rolling backward. Track brakes slow the train at key points along the route and before it returns to the station. A computer at the station uses electronic sensors along the track to determine the train's position and keep multiple trains on the same track from colliding.

Along one side of the track runs a walk board (wooden, Typical strength), which is wide enough for one attendant to walk on, and a maintenance safety rope of nylon (Good strength). Occasionally two tracks run parallel; in this case, each has a track and a rope.

Coaster trains are typically three or four cars long, with eight people sitting two abreast in each car. Three sets of wheels—upstops, tractors, and guides—lock the cars of a train onto the track. A car weighs about 500 pounds and is of Good strength. It takes Incredible strength to tear one loose from its track, but only Excellent strength to lift an empty car or Remarkable strength to lift a full one.

Though the illusion of speed is breathtaking, most coaster trains never actually exceed about 35 mph (Typical vehicle speed, 3 areas/turn). Some, however, go faster than 60 mph—but not the ones at Coney Island.

Ferris wheel: A wheel is about 40 feet in diameter, and thus is the equivalent of about 3 stories tall. If it looks rickety, that's because it is. The steel framework of a Ferris wheel—spokes, axle, inner wheel, outer rim, leg, and

“unistrut” (A-frame support)—is all merely Excellent strength. A villain can threaten one easily.

A typical wheel might have 16 cars (also called seats or gondolas), each holding three or four people. Cars are steel (Good strength) and weigh about 200 pounds each. A Good-strength iron safety ladder runs from the ground to the axle.

Assume that the wheel weighs a few tons, and so it can be lifted with Incredible strength.

A Ferris wheel revolves so slowly that for game purposes the Judge can consider it practically immobile.

Merry-go-round: Also known as a carousel, this ride is 30 feet in diameter, weighs several tons, and is just as fragile as the Ferris wheel. Its rotating platform holds about 40 horses or gondolas (also called chariots).

Horses that don't move are gallopers; the ones that go up and down on the horse rods are jumpers. Flying horses tilt outward when the merry-go-round picks up speed.

Like the Ferris wheel, the merry-go-round can be treated as immobile for game purposes. Any character can reach any part of it in a turn.

There is hardly any ordinary way to get hurt on this ride. There is plenty of clearance between the platform and the ground, so falling under it does no great harm. But if a magical villain were to make the horses come to life . . .

NPCs

Anthony “Gander” Loomis

Restaurateur

F A S E R I P
Pr Pr Ty Ty Gd Gd Ty
Health: 20 Karma: 26

Resources: Good(10) Popularity: 2

Loomis has run a successful doughnut shop on the boardwalk for 40 years. More accurately, his large family runs the store while he stands outside and watches everyone go by. Very little happens on Coney Island that Loomis does not know.

Appearance: Elderly black gentleman, scrubby white hair, broad mouth. Wears hearing aid. 5'7", 140 lbs. During “the season” (summer) he wears a striped short-sleeved shirt and baggy slacks.

Talents: Small business, observation, psychology.

Typical Dialogue: “Call me Gander, son. Yeh, I did see a kinda crotchety old geezer come by this way 'bout an hour ago. Why, you lookin' for him? Why'zat now? Speak up, I'm a touch deaf.”

Story Function: Loomis can provide exposition or clues to heroes who have just arrived on the boardwalk.

CRIMES

The usual petty thefts occur on Coney Island, but they seldom draw the notice of heroes. More to the point, the Ringmaster and his Circus of Crime used deserted amusement park rides as hideouts, and some criminals follow that example today. One in particular deserves mention.

A deserted amusement complex has avoided urban renewal for years. Beneath its grounds lies one of the Murderworlds built by the eccentric assassin Arcade!

Seagoing criminals, such as Attuma or other renegade Atlanteans, might emerge from the sea at Coney Island and threaten “puny air breathers.”

A rogue mutant, or a young one whose powers are just appearing and not yet under control, could take over the carnival rides. Whether by accident or on purpose, the mutant (perhaps a telekinetic like Marvel Girl) could endanger many lives and inflict great damage—on both Coney Island and on the heroes.

CAMPAIGN USE

New York: Coney Island, as a recreation or diversion, serves the same story function as the Bronx Zoo (see entry below).

Other Cities: The description of Coney Island can easily be adapted to any large amusement park or beach in another campaign city.

QUEENS: MAY PARKER'S BOARDING HOUSE

OVERVIEW

One large home in the Forest Hills neighborhood is a boarding house for senior citizens run by May Reilly Parker, aunt of Peter Parker (alias Spider-Man). Recently Peter and his wife Mary Jane moved in with her, after being evicted from their apartment on Manhattan's Upper West Side.

Address: Ingram Street near Puritan Avenue, Forest Hills.

THE AREA

Queens was named for Queen Catherine of Braganza, wife of England's King Charles II. Settled by Quaker refugees and other British pioneers in the early 1600s, Queens has become primarily residential and suburban. The borough remains strongly segregated along racial lines, and racial tensions have escalated in recent years.

Garvin's Garage in northwest Queens (on 74th Street in Steinway) is home to the sentient construct known as Machine Man. The robot works with "Gears" Garvin under the alias of Aaron Stack. Machine Man formerly worked as an investigator for Queens' Delmar Insurance Company.

Shea Stadium

Queens is the home of the National League's New York Mets baseball team, headquartered in Shea Stadium.

Built in 1964, Shea was the first stadium to feature field sections that could be moved around, changing the structure from a baseball arrangement to one for football. Shea seats 55,300 people. Its surface is natural grass. From home base to the walls it measures 338 feet (2½ areas) down the foul lines, and 410 feet (3 areas) to straightaway center field.

Because of the large numbers of innocent civilians at every game, Shea is a ready target for terrorists.

Forest Hills

This middle-class garden community was once known as Whitepot, from a legend that the Indians sold it

for three white pots. It was renamed Forest Hills by a housing developer, and it has retained the quiet character of a housing development ever since. Notable residents have included Helen Keller and Dale Carnegie. The West Side Tennis Club is nationally known.

DESCRIPTION

May Parker's Boarding House is a two-story Colonial-style house, painted white with brown trim, in Forest Hills. The wooden walls are Poor strength. There is no outward sign that it is a boarding house.

The house has five bedrooms, two and a half baths, and a large front yard. The basement has been remodeled to provide an additional bedroom and a photographic darkroom where Peter Parker develops his news photos for the *Daily Bugle*. Peter uses the darkroom to enter and leave the house unseen, via a basement window at the back of the house. The small back yard is fenced in and lined with large shrubs, so, with his superhuman speed, he has so far escaped detection.

The Boarders

Six senior citizens are paying boarders in May Parker's house, though pay is often chancy on a senior citizen's budget. They were formerly residents at a New York nursing home, but May and her friends realized that they could take care of themselves if they all pitched in and shared duties.

Peter and Mary Jane Parker recently became boarders as well as a result of the machinations of wealthy Jonathon Caesar, who became so infatuated with Mary Jane that he tried to kidnap her. But Spider-Man stopped him, Mary Jane spurned him, and Caesar has vindictively devoted himself to ruining her life. As owner of the Bedford Towers condominium in Manhattan where the Parkers lived, Caesar had the couple evicted—on Christmas Eve. Swell guy.

Peter and Mary Jane occupy one upstairs bedroom of the boarding

house; the sisters Sophie and Martha use another; and boarders Victor and Rose Palermo occupy the third. Nathan Lubensky, who cannot use the stairs, lives in one first-floor bedroom at the back of the house; May Parker uses the other. Arthur Chekov lives in the basement bedroom. Mary Jane's cousin Kristy sleeps on the sofa bed in the living room.

The large living room has a picture window. The kitchen is not large but is well-equipped. There is also a small dining room.

NPCs

May Reilly Parker

F A S E R I P
Fe Ty Fe Fe Ty Gd Ex
Health: 12 Karma: 36
Resources: Poor(4) Popularity: 2
Appearance: 5'3", 103 lbs. Old, tiny, frail, with white hair worn in a bun. Wears plain high-collared dresses and the occasional knit sweater for flash. Support hose and orthopedic shoes.

Typical Dialogue: "Land sakes! If you young folks are going out gadding about, eat some more of these cookies to build up your strength!"

Story Function: Aunt May is the prototypical dependent NPC. She has often been endangered and needed rescuing. For many years she was the only reason Peter Parker did not reveal his Spider-Man identity to the world. "The shock would kill her," he believed. Now, as a married man, Peter has other reasons to keep his secret.

Mary Jane Watson-Parker

Model
F A S E R I P
Pr Ty Ty Gd Ty Gd Ty
Health: 26 Karma: 22
Resources: Poor(4) Popularity: 4

Mary Jane is the niece of May's former next-door neighbor, Anna Watson. She is one of the few people who knows of Peter's other identity.

Mary Jane has not let marriage interfere with her modeling career. But unfortunately she cannot say the same for Jonathon Caesar, who has

decided to ruin her life in any way he can.

Appearance: A knockout! 5'8", 115 lbs. Brilliant red hair, green eyes, shapely figure, vivacious manner. Always attractively dressed (but she'd look good in a burlap sack).

Talents: Obviously, a born model. Mary Jane has also shown the ability to think fast during a crisis.

Story Function: As May Parker's, but Mary Jane is much more capable.

Nathan Lubensky

Retired vaudevillian, gambler

F A S E R I P

Ty Fe Ty Gd Gd Gd Ty

Health: 24

Karma: 26

Resources: Poor(4)

Popularity: 3

Nathan is a retired (and wheelchair-bound) vaudevillian. He met May Parker at a retirement community, became one of her boarders, and now helps her run the house. They are engaged to be married.

Nathan has recently been struggling to overcome his compulsion to gamble. He has run up thousands of dollars in debts to loan sharks. Whether he can get out of debt and out of trouble remains to be seen. But Nathan is a crusty and resourceful man who has shown the ability to defend himself despite his handicap.

Appearance: Skinny old guy with short white hair and horn-rimmed glasses. Solitary, with a gruff manner. Nathan's wheelchair weighs 28 pounds and is made of Typical material.

Talents: Theater. Not gambling.

Story Function: PC heroes may try to help Nathan out of his gambling problem, much as Peter Parker has.

Kristy Watson

Mary Jane's cousin

F A S E R I P

Fe Ty Pr Pr Ty Ty Ty

Health: 16

Karma: 18

Resources: Good(10)

Popularity: 0

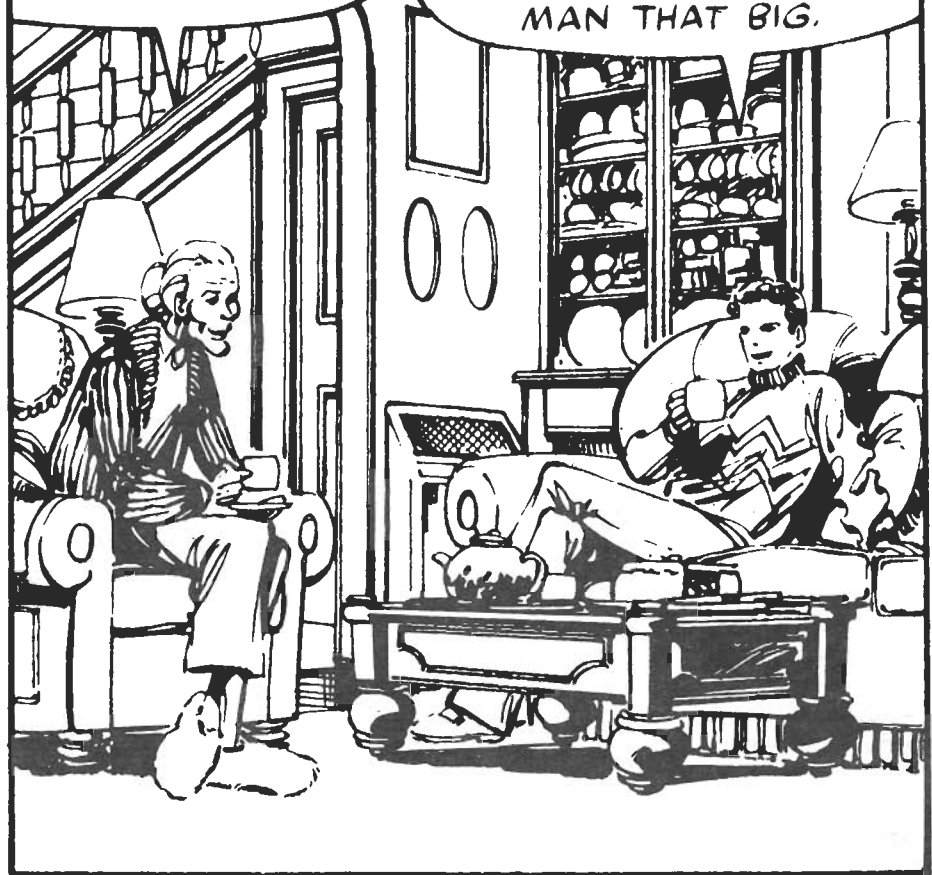
Teenaged Kristy has provoked some friction between Peter and Mary Jane because of her overt flirtations with Peter. Peter has actively tried to discourage Kristy's crush on him, but to no visible effect. Recently her obsession with thinness has turned into a case of anorexia/bulimia.

Appearance: Like a 13-year-old Mary Jane, but now very skinny. Freckled, tomboyish. Wears sweaters and jeans.

MAY PARKER IS SPENDING A QUIET AFTER-NOON WITH HER FAVORITE NEPHEW...

THAT WAS A LOT OF FUN, PETER. WE REALLY MUST DO IT MORE OFTEN.

I DON'T KNOW IF I'M UP TO IT, AUNT MAY. IT'S BEEN A LONG TIME SINCE I BUILT A SNOW-MAN THAT BIG.



Talents: Eavesdropping, eating, talking on the phone. Flirting (Feeble).

Typical Dialogue: "Aw, gee! Do we hafta leave? I wanted to hear the good stuff."

Story Function: A snoopy kid who may find out more than PCs want her to.

May Parker's other boarders

Victor and Rose Palermo have been married for 40 years and have been quarreling for 39 years and 11 months.

Sophie and Martha, sisters (last name unrevealed), find each other better company than anyone else. They are "young-at-heart."

Arthur Chekov, who tries to be dapper on a tight budget, is a poet, gourmet, and bon-vivant.

CAMPAIGN USE

New York: If the PC heroes associate with Peter Parker or the *Daily Bugle*, or they have somehow discovered Spider-Man's secret identity, a visit to Forest Hills may follow for many reasons: to seek Parker's help, to get the true story on a battle that was misreported in the press, or just to drop off some film.

Other Cities: This is a generic suburban house. It fits anywhere. A group of senior citizens makes an offbeat collection of dependents for a group of player character heroes.

THE BRONX: The Bronx Zoo



OVERVIEW

Some say all of New York City is a zoo, but for the real thing, head north of Manhattan to the Bronx. The New York Zoological Garden—better known as the Bronx Zoo—has proportionately more species of animals in its 265 acres than any other zoo in the country.

Address: 185th Street and Southern Boulevard, the Bronx.

THE AREA

The Bronx is more hilly, its streets less regular than the other boroughs of New York City. And its neighborhoods, especially in the South Bronx (Hunt's Point, Morrisania, and Mott Haven), are equally irregular, not to say unlivable.

The South Bronx is sometimes called, ironically, "the neighborhood of Presidents," because it seems that every US President comes here and swears to bring the neighborhood back to civilization. But no one has figured out how to make money from rebuilding the South Bronx, and so it remains a burned-out urban jungle.

The wind blowing cold through the empty lots and arson-blackened buildings of Charlotte Street make it hard to believe that this area was first seen in history as a huge, pleasant farm, belonging to one Joseph Bronck. That was 1639. From savage wilderness to

urban development and back to savagery took 350 years.

This part of the Bronx is split into east and west by a wide avenue called the Grand Boulevard and Concourse. The southern end of the street, in Mott Haven, brings one near Yankee Stadium (River Avenue and East 161st Street). Even larger than Shea Stadium, it serves the same story functions as Shea (see Queens entry above).

The Grand Concourse continues north through University Heights and Jerome Park, into the beautiful and prosperous suburbs of the central Bronx, and ends not far west of Bronx Park, where the zoo is located.

Other names to drop in Bronx adventures include the neighborhoods Riverdale, Edenwald, Baychester, Westchester Heights, and three along the East River: Hunt's Point, Clason's Point, and the picturesquely named Throg's Neck.

DESCRIPTION

The New York Zoological Park, founded in 1895, takes up the southern half of Bronx Park. Other features of this large park include Bronx Lake, woodland walks, and the immense New York Botanical Garden. The last, filling the northern half of the park, has nearly every imaginable kind of plant from crocus to cactus.

The Bronx Zoo itself is about a mile long, three-fifths of a mile wide, and measures over 250 acres in area. About 3,800 animals of 700 species are on exhibit here. Attempts to list them all would be foolish; just assume that whatever exotic animal the player characters are looking for is here.

Selected Features

Entering from the north, one first sees the Sea Lion Pool, and beyond it the Lion and Monkey Houses. At the other end of this quadrangle stands the Elephant House. To the east, past Lake Agassiz and the Bison Range, is the outstanding World of Birds, made up of five oval aviaries joined by ramps. These enclosures simulate swamps, savannah, and tropical rain forests . . . right down to the rain storms.

To the west lies the Aquatic Bird House (penguins, etc.), the DeJur Aviary, and the Rare Animal Range. Beyond the Elephant House is the Children's Zoo, with three acres of farm animals, a beehive, pony rides, and even camel rides. Adults cannot enter unless with a child.

Other highlights of this large area include the Reptile House—useful for any adventure involving the Lizard—the Great Ape House ("the most dangerous animals in the world!"), and the World of Darkness, an almost lightless building that displays nocturnal creatures under dim red illumination.

The animal enclosures are arranged according to the continents the animals came from. Most enclosures have a speaker box activated by the turn of a plastic elephant-shaped key. Visitors can buy these keys at the zoo entrance. Turning the key starts a pre-recorded message that tells about the animal on display.

The Bronx Zoo originated the widespread modern practice of displaying zoo animals in re-creations of their natural habitats, rather than in cages. Most animals are exhibited in open areas, separated from the public by wide moats and steep concrete walls. Moat widths vary; assume that a specific moat is twice the animal's maximum leap.

Buildings are generally quite low (except for the Carter Giraffe House). Assume 1 area as the height for most buildings, 2 for large buildings. Cages have concrete walls of Excellent strength and iron bars of Remarkable strength.

Vehicles

An aerial tram called the "Skyfari" travels over the African Plains, Great Ape House, and Goat Hill. The steel tram cars ride very slowly on cables of Excellent strength, about 60 feet (4 areas) above the ground. Each car holds four to six people, and there are perhaps a dozen cars above the park at any time. Cables are supported by concrete pillars that weigh about six tons apiece (requiring Incredible strength to lift) and are of Remarkable material strength.

The Bengali Express Monorail covers 38 acres of hilly woods called "Wild Asia," where over 200 rare animals dwell in natural habitats. The train uses the Monorail statistics given in the table on page 49 of the *Players' Book*. Its weight and length vary according to the number of cars attached. Assume a typical length of 30 feet, load of 60 passengers, and weight of several tons (Incredible strength to lift). The Judge can alter these figures at his discretion.

Monorail tracks are elevated about 30 feet (2 areas) above the ground on the average. Both the tracks and their supporting pillars have Remarkable strength. A protected electric railing on the track powers the monorail train. Anything that touches this railing (a

difficult task, since it is accessible only from the top of the track) takes Excellent damage.

NPCs

For stats of representative animals, consult pages 58-60 of the *Judge's Book* in the Advanced Set.

The zoo staff are all normal people with Typical abilities. They are skilled in zoology, animal handling, and at least the rudiments of veterinary science.

Hokkor and R'dall

"Popo the Chimp" and "Euell the Gibbon"

Skrulls

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Gd	Ty	Ty
Health: 28				Karma: 22		
Resources: Feeble(2)				Popularity: 0		

These two aliens are low-placed Skrull espionage agents. Like many agents throughout the vast Skrull Empire, they were trained to use their shape-changing ability to take on inconspicuous forms and scout out the defenses of worlds targeted for invasion.

These two agents were in central Africa, where they had taken on animal form to investigate the priceless vibranium deposits of Wakanda. Then, on a distant asteroid, the Skrull overlord Zabyk triggered a hyperwave bomb that froze all Skrulls in the universe in the form they were in at that moment. Two well-trained espionage agents found themselves stuck as a chimp and a gibbon. Then they were captured and shipped to the Bronx Zoo. What a fix!

But Hokkor (the male) and R'dall (the female) have hopes of escape from the zoo, and perhaps even of regaining their original forms.

Appearance: An ordinary adult chimpanzee and an ordinary adult gibbon.

Talents: Martial Arts E, Espionage, spacecraft piloting, astrogation.

Typical Dialogue: "Ook-ook-urk-urk."

Story Function: See the miniscenario for the Bronx Zoo on page 37 of the *Adventure Book*.

CRIMES

The Bronx Zoo, because of its size and prestige, showcases the rarest animals on Earth. These rare animals can be a tempting lure for villains.

Suppose the zoo is loaned a rare albino Siberian tiger. Kraven the Hunter might try to steal this magnificent beast so that he can stalk it on his own African game preserve. Kraven would never kill the beast in the zoo, since this would not be honorable.

Reptiles with unique poisons might attract the attention of the Lizard, who could use his control powers to make them escape their cages. He would send the entire reptile population of the Zoo to attack innocent bystanders. How can the heroes fight an army of snakes?

Minor sorcerers seeking an exotic ingredient (say, tarantula hair or leopard's eye) could break into the Zoo to procure the ingredient "on the hoof," as it were.

Masters of the mystic arts, such as Doctor Strange and Baron Mordo, have progressed beyond the need for these ingredients. It would take a whole group (coven?) of minor adepts to challenge a group of PC heroes. But maybe the ingredient they obtain lets the adepts summon an entity strong enough to challenge anything!

CAMPAIGN USE

New York: Heroes on a holiday from Manhattan crimefighting visit the Bronx Zoo. Either they're relaxing, visiting friends, or maybe they've been invited to a charity event. It's no trick to throw just as much action at them as they'd find downtown. The Zoo is an offbeat background for a super-powered slugfest.

A hero's friends or relatives who visit the Zoo could be kidnapped or otherwise threatened, forcing the hero to rescue or ransom them.

Other Cities: No other zoo matches the Bronx Zoo in size, but there is a similar one within driving or flying distance of nearly any community.

BROOKLYN: THE BROOKLYN BRIDGE

OVERVIEW

As one might expect of a city built on the water, New York City has 65 bridges. One, the Verrazano-Narrows, was for many years the longest suspension bridge in the world.

Eighteen bridges connect Manhattan Island with the outside world. One is the most famous since London Bridge fell down: the Brooklyn Bridge.

This section also describes other important bridges in the Manhattan area. The material included here can be used to deal with the way any bridge functions in an adventure.

THE AREA

The largest of the New York rivers is the Hudson River. The Harlem River, bounding Manhattan to the north, is essentially a tributary of the Hudson. To the east is the aptly named East River.

All of these rivers are heavily polluted and (usually) quite cold. The Judge should require unprotected swimmers to make an Endurance FEAT roll for every ten minutes they spend in these waters. Failure means a temporary -1 CS drop in Endurance. When Endurance reaches 0 the character will drown within a few turns (Judge's discretion) unless rescued. Once out of the water, the character recovers one Endurance rank per turn. These rules do not apply to trained swimmers or heroes with water powers; they can remain in water almost indefinitely.

The Hudson River originates in upstate New York and empties into New York Bay. It separates Manhattan and the Bronx from the New Jersey cities of Hoboken, Weehawken, Jersey City, and others.

At one time Doctor Octopus (in his short-lived "Master Planner" alias) kept an underwater headquarters in the Hudson off the Greenwich Village waterfront, but this was destroyed in a battle with Spider-Man.

The East River, which separates Manhattan from Queens and Brooklyn, connects New York Bay with Long Island Sound, a large body of water

between the Bronx, New York state's Long Island, and Connecticut. Stane International is headquartered on Long Island, and the villain known as the Wizard maintains a mansion there.

An uncharted underwater tunnel once connected Avengers Mansion with Hydro-Base in the Atlantic Ocean. Since the base has been moved to New York's harbor (see "The Statue of Liberty" above), the Avengers no longer use the tunnel and will no doubt fill it in eventually. (A Judge who needs game statistics for this tunnel should use the ones for the Holland Tunnel, in the next section.)

Staten Island

Since the Verrazano-Narrows Bridge connects Brooklyn and Staten Island, this is an appropriate time to describe Staten Island. Once called Richmond, this borough derives its current name from a Dutch term, "States-General," used in the Dutch Republic.

Some of Staten Island remains residential and comparatively rural. Its suburbs include many old, wealthy families. But there is plenty of industry, including manufacturing, shipbuilding, and oil refining. The most famous feature of Staten Island is its connecting link to Manhattan's Battery Park, the Staten Island Ferry. It carries about 320 million passengers a year.

A farm on the southern tip of the island is the property of spice dealer Wilson Fisk. The farm includes a dirt airstrip suitable for landing small private planes. At this farm Fisk returned to New York to resume his career as the Kingpin of crime.

The highest point on America's eastern seaboard is on Staten Island: Todt Hill, a towering 410 feet above sea level. Other names to drop include South Beach, the Gateway National Recreation Area (including Great Kills Park and Miller Field), New Dorp, and St. George, the business center of the island.

DESCRIPTION

The Brooklyn Bridge was designed by John Roebling, who died before it was completed in 1883. His son, Washington, supervised its construction. The bridge took 14 years to build, cost 15 million dollars, and took the lives of at least 20 workers.

The 6-lane traffic deck, 85 feet wide, carries 100,000 vehicles every day. A walkway about 10 feet wide runs down the middle of the bridge. New Yorkers walk, jog, and bicycle down this promenade, and there are wood-and-iron benches (Typical strength) for those who want to take a breather on the way.

The Brooklyn Bridge remains an architectural landmark, a masterpiece of bridge design. Its towers project the majesty of a Gothic cathedral, and its criss-crossing wires, under the gracefully curving cables, belie the bridge's colossal weight. Beautiful.

Statistics

The bridge is 1,595 feet (12 areas) long, 135 feet (9 areas) tall at the roadway, and 276 feet (18 areas) tall at the two towers. Each of its four cables has 278 strands of $\frac{3}{8}$ " thick steel wire; the whole bridge uses 3,515 miles of wire.

For material strengths, see the next section.

OTHER BRIDGES

The following table includes the lengths of six of the major connecting bridges in Manhattan, as well as the Verrazano-Narrows Bridge between Brooklyn and Staten Island. Measurements are given in both feet (before the slash) and areas (after the slash). The table also gives each bridge's neighborhood of origin in Manhattan. For descriptions of these neighborhoods, see the next chapter.

Approaches to the bridges are not given in the bridge lengths, but they can sometimes be almost as long as the bridges themselves. For instance, the approach to the Brooklyn Bridge from the New York side is 1,562 feet. Judges can fudge the rest by using this figure for the approaches to all of

these bridges.

All but the Queensboro are suspension bridges, with the cables bearing the weight of the bridge and traffic. The Queensboro is a cantilever bridge, lower and less imposing than the suspension type. Encyclopedias often have pictures of these types of bridge.

The George Washington and Verrazano-Narrows each has two traffic decks, separated by 30 feet (the equivalent of 2 stories). The other bridges have one deck.

All bridges have pedestrian walkways with chest-high railings. Traffic lanes are also edged with railings.

Material Strengths

Modern bridges, built with high-tensile steel and reinforced prestressed concrete, are astoundingly strong. The cables for suspension bridges have strengths on the order of dozens of tons per square inch; they are anchored in solid bedrock as much as 200 feet deep. Foundations are concrete monoliths sunk deep into the earth. Large bridges can weigh over 100,000 tons.

Going strictly by the rules, bridges are invulnerable to any attack short of CL5000 power. But if it would make a dramatic threat, the Judge can reduce the material strength ranks to more fragile levels. That way a master villain can threaten the PC heroes with catastrophe.

Recommended material strengths: main cables—Monstrous; supporting cables—Amazing; traffic decks—Amazing; railings—Incredible; towers and foundations—Unearthly.

The Verrazano-Narrows Bridge

Completed in 1964, the Verrazano-Narrows carries twelve lanes of traffic on two levels. Its four cables are 36 inches in diameter, with 142,000 miles of wire. The bridge weighs 144,000 tons—and that's just the steel.

The Verrazano-Narrows foundations are concrete masses measuring 130' x 230'. These two monoliths are several hundred feet off the shores of Brooklyn and Staten Island.

The bridge is so long that the tops of the towers are 1.6 inches farther apart than their bases—because of the curvature of the Earth.

Bridge	Length	Origin
George Washington	3500/27	Washington Heights
Manhattan	1470/11	Lower East Side
Queensboro	1182/9	Upper East Side
Triborough	1380/10	East Harlem
Verrazano- Narrows	4260/32	Brooklyn-Staten Island
Williamsburg	1600/12	Lower East Side

In 1981 a longer suspension bridge was completed over the Humber in England. That bridge is 4,580 feet long, 320 feet longer than the Verrazano- Narrows.

Rules

Fights on bridges almost inevitably use the rules for falling. Consult pages 20-21 of the Players' Book in the Advanced Set.

Traffic: Many thousands of cars use the bridge at all hours. The traffic can pose a threat to a character who lands on (or gets thrown onto) the deck.

Anyone who takes plenty of time and looks both ways before entering traffic will not be hurt. A character who must leap out at a moment's notice (to rescue someone, for example) must make an Agility FEAT roll to avoid being hit. This roll takes -1 CS during rush-hour traffic (7:00-9:30 AM and 4:00-7:30 PM).

A character falling onto the deck from above may make a similar Agility FEAT roll, if still conscious. Success means the hero has guided his or her fall to land between traffic lanes. Failure means the hero not only hits the bridge but promptly gets hit by a car. (See the rules for Crashes, pp. 50-51 in the Players' Book.)

If the falling hero is unconscious, the Judge makes the Agility FEAT roll on the Feeble column of the Universal Table. The unconscious character cannot spend Karma to alter this roll.

CRIMES

"Psst! Wanna buy the Brooklyn Bridge?" Con men don't try to sell bridges much any more, but they do extort "tolls" from tourists and the gullible.

Kidnappers often use bridges to meet with the families of their victims, to collect ransom money. Distressed people leap from them in suicide attempts. Others have leapt just for publicity. PC heroes can prevent any of

these, and all can lead to larger adventures.

Villains sometimes try to destroy or occupy bridges, for reasons given in the next section.

CAMPAIGN USE

Manhattan: Judges can use bridges in two ways.

First, minor villains (who are trying to become major) take bridges hostage because of the publicity inherent in such an act. The heroes happen to be in the vicinity when the takeover commences—returning from Coney Island or one of the other places in this section, perhaps? Then a bridge makes nice background scenery for a one-shot battle.

Second, major villains, the kind who try to conquer whole cities, take bridges (as well as tunnels) because of their strategic importance. In a huge, well-coordinated plot, they flood tunnels as diversions, or block bridges to cut off the city from outside aid.

In such a case, the heroes are unlikely to be present during the takeover. Instead, they might hear about the larger scheme, try to get to the city, and must fight through the interdicted bridge or tunnel to reach the scene of the real action. Or they hear about the bridge takeover, foil that, then learn of the master plan. "Oh no! This was just a diversion!"

In any bridge battle, Judges can easily jeopardize the lives of hundreds of innocent citizens, giving players a choice between saving lives and foiling the bad guy.

Other Cities: Major bridges in other cities—though not so large as the Verrazano-Narrows or so famous as the Brooklyn—are just as vulnerable to villain takeover or similar shenanigans.

THE HOLLAND TUNNEL

OVERVIEW

New York City is said to have almost 36,000 miles of tunnels. This incredible figure includes not only subways but also sewers, accessways to electrical wiring, and—of course—the Morlock Tunnels.

Four huge automobile tunnels run from Manhattan Island to New Jersey, Queens, and Brooklyn. These arteries are likely scenes of villainous mayhem. The most famous is the Holland Tunnel.

Location: The Manhattan entrance lies at Spring Street where it intersects the West Street highway, in the Lower Broadway district (see next chapter). The tunnel exits in Jersey City, New Jersey, at Rademan Place and Boyle Place.

Jerseyites enter the tunnel at 12th Street and emerge in a confusing network of streets around Canal in Manhattan.

DESCRIPTION

The tunnel is named in memory of its designer, Clifford M. Holland. A brilliant civil engineer, Holland worked around the clock on the project from ground-breaking in 1920 until 1925, when exhaustion finally killed him just days before the two tunnel ends met under the Hudson River.

Holland's successor, Milton Freeman, also worked himself to death trying to complete the tunnel. The Manhattan plaza entrance to the Holland Tunnel is officially named Freeman Square, though this name is seldom used by New Yorkers.

Another engineer, Ole Singstad, finally completed the tunnel in 1927. Thirteen workers died during its construction.

Today up to 2,400 cars an hour use the tunnel to travel between the Lower Broadway neighborhood and Jersey City, New Jersey. The trip, which took half an hour before the tunnel was built, now takes three minutes. The tolls that drivers pay have recouped the cost of the tunnel several times

over.

Statistics

The Holland Tunnel is 8,557 feet (65 areas) long. Actually, there are two tunnels, twin tubes separated by 60 feet of riverbed. Each tunnel is 29½ feet in diameter and has two automobile lanes.

Ordinarily one tube handles east-bound traffic, the other westbound. But during rush hours (7:00-9:30 AM and 4:00-7:30 PM), one tube is divided to take the overflow. Three lanes handle traffic in one direction—into Manhattan in the morning, away in the evening—and one lane takes the reverse traffic.

Each tube has two-foot-wide catwalks on either side, about two feet above the traffic lanes. Only one catwalk has a railing. The railing is steel pipe (Excellent strength) mounted about three feet high. Tunnel police travel the catwalk using custom-made motorized carts.

The tubes lie about 20 feet beneath the bottom of the Hudson river (and 100 feet below the surface). The earth above them is thick black silt. Silt is Feeble material at best, but there is a whole lot of it, and it's very heavy.

So tunnel walls are built to be virtually indestructible. The tile on the walls is only Typical, and the asphalt on the roads is Good, but the tempered steel of the tunnel casing is at least Shift Z.

Again, though, the Judge is advised to reduce the wall's material strength rank below "realistic" levels, perhaps to Monstrous level. Why have a battle in a tunnel if there's no danger of breaking through a wall and flooding everything?

Ventilation

Vehicular tunnels are ventilated to prevent the buildup of dangerous exhaust gases. The Holland Tunnel pioneered the modern ventilation technique.

Huge fans at both ends of the tunnel blow fresh air into ducts beneath the road. Vents at curbside blow this air into the tunnel, and exhaust fans at the top of the tunnel pull polluted air out. The polluted air is piped to the surface through a separate network of

ducts. The tunnel's air is completely changed every 40 seconds.

The giant tunnel fans are housed in four ten-story buildings. Two fans, one at each end of the tunnel, pump fresh air to the center. The other two, on piers 1000 feet into the Hudson River on each side, pump air down to the tunnel, then out the nearest entrance.

The system works so well that it's said that the air in the Holland Tunnel is cleaner than that of Midtown Manhattan.

OTHER TUNNELS

This table gives statistics for the other three tunnels into Manhattan. Lengths are given first in feet, then in areas. "River" means, of course, the river that tunnel runs under.

Tunnel	Length	River
Brklyn-Battery	9,117/69	East
Lincoln	8,216/62	Hudson
Queens-Midtown	6,414/48.5	East

TUNNEL RULES

Thousands of cars per hour use a tunnel during rush periods. Often the traffic is slow and presents no hazard. But for less congested times, see the traffic rules under "The Brooklyn Bridge" in the previous section. The same rules apply to tunnel traffic.

Page 22 of the Players' Book deals with swimming and drowning, topics that may arise during tunnel battles under a river. The following optional rules expand on the underwater environment.

Ruptures

Damage to a tunnel wall creates a rupture, exposing the riverbed silt beyond. Ordinarily this silt is packed very hard, and no water leaks through from the river 20 feet above. But that's no fun.

During construction of the Holland Tunnel, workers hit a weak spot in the silt. Water began leaking in, then pouring in. Luckily, no one was injured in that instance.

The Judge can decide that any breach in the tunnel wall made during a battle hits a similar weak spots. In the first turn after the breach, water begins tricking in. On the second turn, it increases to a gushing stream. On the third, it becomes a waterfall of Shift-0 strength. Heroes can use these three turns to carry bystanders to safety.

On each turn thereafter until the hole is patched, the water increases one rank in strength: Feeble, Poor, and so on, to a maximum of Incredible. At Poor, it breaks through and immerses that entire area of the tunnel. The water floods toward both ends of the tunnel. To determine its velocity, see the next subsection.

Meanwhile, on the river surface, a geyser erupts, caused by air escaping the tunnel below. The disturbance may endanger any small boats that happen to be passing. (The Judge should endanger a boat only if a hero is nearby to rescue it.)

Blocking a Rupture: Unlike the little Dutch boy, heroes can't stick their thumbs in the rupture to hold back the water. But any Power that works over an area can delay the flood until the water pressure increases beyond the Power's strength rank. Then it all breaks through at that intensity.

Swimming Against the Current

The Judge decides the velocity of the current—that is, how fast the water is flowing—to determine the current's strength. Use the Land/Water column of the Long-Distance Movement Table (Players' Book, p. 23) to determine speed, but then *reduce the strength to the next lower rank*. For instance, a 30-mph current would ordinarily be Poor strength, but reduce it to Feeble instead.

A character swimming *with* the current adds its movement rate to his or her own to figure velocity. A character swimming *against* the current subtracts the current's movement rate from his or her own. Note that by these rules, any current up to 15 mph has no effect on a hero's movement.

For example, the Sub-Mariner, who can swim four areas per turn, swims against a Feeble current (one area per turn). Subtracting the current's movement rate from his own, Prince Namor can swim only three areas a turn

against the current.

If the current's rate is faster than the character's own, the character cannot swim in any direction and is swept along. See the next subsection.

Staying above Water

To avoid damage in a rushing current, a character must make an Agility FEAT roll each turn. The roll takes -1 CS for each area of difference between the water's speed and the character's swimming speed.

For example, Prince Namor is caught in an Incredible riptide. After the one-rank speed reduction described above, the water moves at the Remarkable speed of six areas per turn. Namor, swept along, takes -2 CS to his Agility FEAT roll each turn.

A white roll means that the character hits some obstacle, such as a tunnel wall or (in a river) a rock, and takes the current's strength rank in damage. The character's breath is knocked out. The character starts drowning next turn unless he or she can get air.

A green roll means that the character doesn't hit anything, but can't get air this turn. Consult the rules for holding one's breath or drowning. The character is swept forward at the water's speed.

A yellow or red FEAT roll means that the character doesn't hit anything, manages to keep his or her head above water, and can breathe this turn. The character is swept forward at the water's speed if desired, but he or she can grab a railing, rock, or other obstacle to stay in one spot.

Getting Out of the Water: In a tunnel the water stops when it reaches the river level or the nearest exit (usually the same thing). Velocity drops to zero. Survivors can get out at will.

Heroes trapped in a tunnel can also try to launch themselves out of the water, swim out the breach, or throw others out. This requires a Strength FEAT modified -1 CS per strength rank of the current. Outside the tunnel, the current's velocity drops one rank per area of distance from the breach.

CRIMES

The Holland Tunnel has trapped numerous criminals who flee into it from Manhattan, only to find the tunnel police waiting to catch them before they reach Jersey. For statistics of the police, see "New York's Finest" in Chapter 4. Note that tunnel police are trained in auto mechanics in order to deal with the 25 breakdowns that happen every day in the tunnel.

Saboteurs planning to attack the Holland Tunnel would likely target, not the tunnel, but the huge fans that keep its air fresh. Without them, exhaust gases would soon render the tunnel's air unbreathable. But while they operate, even the worst calamity, such as the 1949 explosion of a chemical truck, would not turn into a major disaster.

CAMPAIGN USE

Manhattan: See the discussion under "The Brooklyn Bridge" in the previous section. All the same ideas apply to the Holland Tunnel and the rest.

Other Cities: Not many other places are so thoroughly supplied with tunnels as New York, but some major cities built along wide rivers can plausibly host a duplicate of the Holland Tunnel.



RYKER'S ISLAND

OVERVIEW

Ryker's Island Correctional Facility, one of New York's largest state prison, once held many famous villains. Now its inmates are ordinary humans, but it remains an interesting stop on any hero's patrol.

THE AREA

Ryker's Island lies in the East River between the Bronx and Queens, just off the shore near Queens' LaGuardia Airport. Less than 200 yards of polluted water separates them at their narrowest point. The heavily guarded Ryker's Island Bridge runs about $\frac{4}{5}$ of a mile to Bowery Bay and into the Steinway neighborhood of Queens.

The island's size is classified, but it is approximately 150 acres of barren rock surrounded by dangerous shoals. A swimmer would need Remarkable ability to navigate these safely; failure means the swimmer is washed against a rocky outcropping, taking Good damage. Keep making FEAT rolls until the swimmer succeeds or falls unconscious.

Swimmers who survive the rocks also have to brave the icy waters of the river. See "Bridges and Tunnels" in this section for rules on enduring cold water.

On every side of the island signs are posted in English and Spanish:

KEEP OFF!

**ONLY GOVERNMENT BOATS
WITHIN 200 YARDS!**

TRESPASS AT YOUR OWN RISK!

Those who approach more closely are hailed by megaphone, then fired upon with machine guns.

The terrain on Ryker's Island is fairly even. There are no caves to hide in, but the island's edges are pocked with erosion gullies that can provide temporary shelter from searchlights. The interior, however, is a flat expanse where any moving figure stands out.

The prison compound lies at the western tip of the island, on a bluff above pounding surf. At the other end of the island is the only safe beach, where prisoner ships landed before the bridge was built. An old wooden wharf still stands here.

DESCRIPTION

Note: This is Ryker's Island in the Marvel Universe. The description has no relation to the real Riker's Island prison complex in our world. (Note the different spellings of the two.)

The most dramatic way to begin describing this maximum-security prison is to list some material strengths. The outer wall, of solid stone 3 feet thick and 45 feet (3 stories) tall, has Amazing strength.

The four machine-gun towers at the corners of the outer wall rest on bases of concrete reinforced with iron girders (Remarkable strength). They are 4 stories tall, and guns from at least two towers can be trained on any point in the prison. For more about the towers, see below.

Building walls, 18 inches of reinforced concrete, are Remarkable strength. Windows, naturally, are bullet-proof (Excellent strength).

Doors are sheet steel (Amazing strength) with gun ports and bullet-proof glass peepholes; these are Excellent strength.

The bars on the cells, windows, hallways, storm drains, laundry, garages, and the prison library are titanium steel, with cores of steel cable to defeat files and hacksaws (Remarkable strength).

About the only things on Ryker's of less than Excellent strength are the guards' wooden desks and plastic telephones (Poor) and the searchlight lenses in the exercise compound (Feeble).

Layout

Almost the entire Ryker's complex lies within the four outer walls, which mark out a square 396 feet (3 areas) on a side. Only three structures stand outside the walls. Two of them are an aluminum-can recycling machine and a trash incinerator. These dumpster-sized metal structures are of Excellent strength and lie east (downwind) of the compound.

The third structure outside the prison walls is the motor pool, a brick garage (Good strength walls) big enough to hold 18 vehicles. The ones most often present are guards' per-

sonal cars, one or two armored police paddy-wagons, and the warden's private limousine. By regulation there are to be no tools left out here, but in practice one can often find a jack or tire iron. There is a wall phone wired to the prison administrative offices, and a flare gun to be fired in the event of trouble. (See tower description below.)

On a concrete pad north of the garage is a battle helicopter. A guard-pilot is on duty at all times, and the chopper lifts off at any alarm.

In the center of the compound stand 11 large cell blocks, labeled A through K; a service building; and a small two-story administrative building. Smaller buildings, the shops where convicts work, lie along the north wall. The only gate is in the center of the south wall. The gate is 20 feet wide and blocked by foot-thick steel doors of Amazing strength.

The compound's open exercise yard is hard-packed earth, not sand; convicts might try to take some and throw it in a guard's eyes. Apart from the buildings, the yard is empty.

The yard is big enough to land the helicopter in, and all cell-block roofs are sturdy enough to support its weight. No other building can do so.

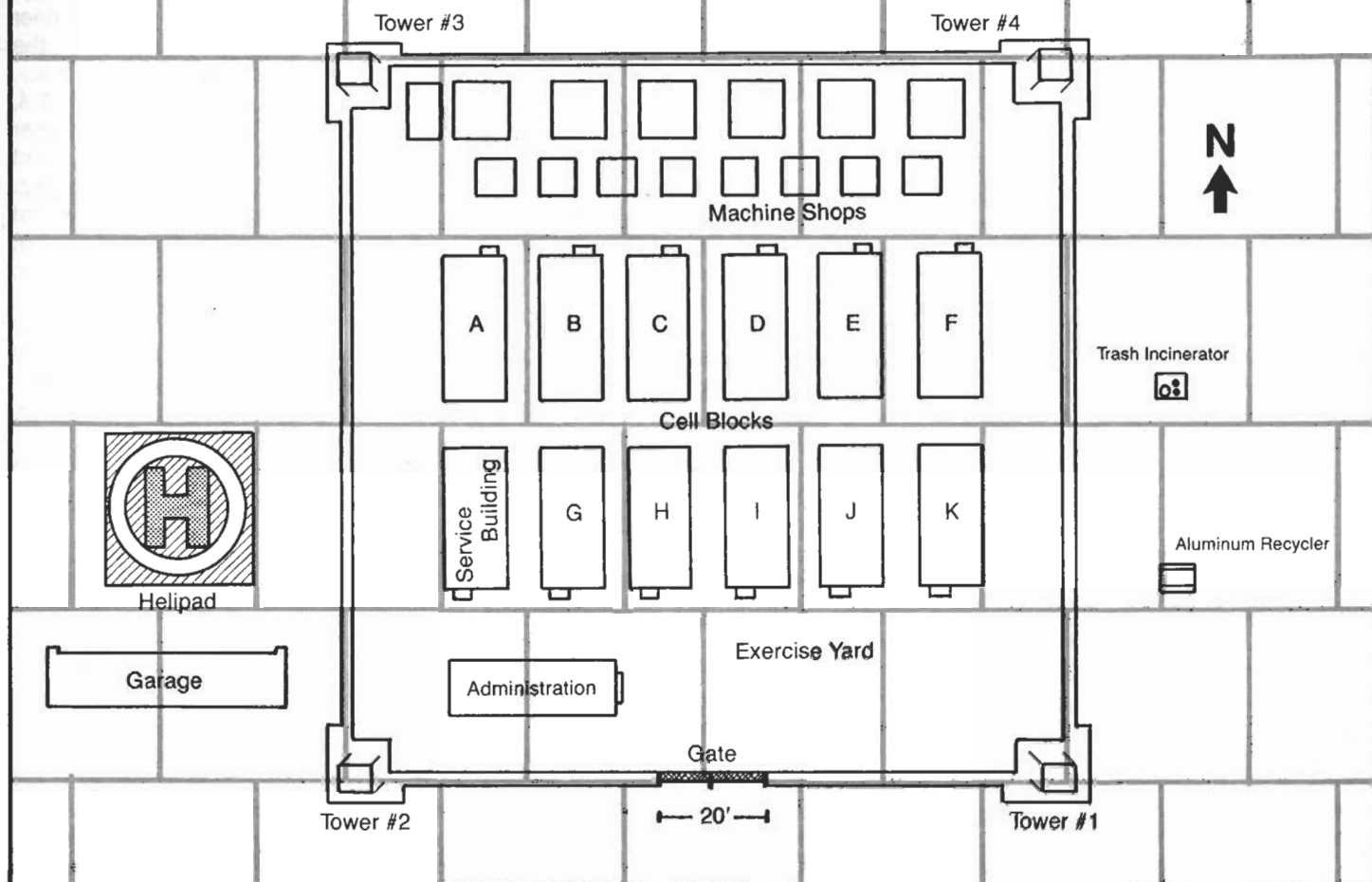
Towers

At the top of each four-story tower is a platform made like a sheet-metal cube eight feet on a side, with large windows of bullet-proof glass (Excellent strength). Each is manned at all times by two prison guards. The guards have their personal equipment as well as the weaponry in the tower.

The only access to a tower is by an iron ladder. In the floor of the tower is a locked entry door. The guards inside the tower can see through the bullet-proof window in the entry door to confirm the identity of anyone who wants to get inside.

Each tower has two machine guns, two hand-held grenade launchers, and one searchlight. Equipment includes spare bulbs for the light, 20 tear-gas grenades, and plenty of ammo for the guns. Searchlight and guns revolve on universal mounts. At

Ryker's Island Maximum Security Correctional Facility



least one gun can train in any direction, and both can train on any one spot in that tower's part of the compound. The searchlight can train in any direction and any altitude.

Atop each tower is an alarm klaxon. This can be activated from inside the tower or from any guard office within the prison.

A guard tower also has a first-aid kit, a telephone linked to the prison offices and other towers, a two-way radio linked the same way, and a flare gun. The flare pistol is used for emergencies when both phone and radio are knocked out.

If a disturbance breaks out, guards sound the alarm if necessary, then try to break it up with tear-gas grenades. If that doesn't work, they switch to machine guns and shoot to kill.

Cell Blocks

Cell blocks measure 110 feet (1 area) by 66 feet (1/2 area) and are 45

feet (3 stories) tall. These windowless buildings hold 90 cells apiece. In each block the cells are arranged in two banks, three stories tall, around a central atrium. From the concrete floor a guard can look up at a bank of cells and see all the inmates in the three 15-cell rows. Concrete walkways 5 feet wide, with steel railings 3 feet high, service the cells in upper stories; these are Excellent strength.

Each cell measures 6 feet wide by 8 feet deep. It contains one metal bunk (Remarkable strength) that folds out from the wall; a porcelain washbasin and a toilet without a lid or seat (Good strength); two thin plywood shelves over the sink (Poor strength) for shaving equipment and such; one wooden peg to hang clothes; and, across from the bunk, one sheet steel (Excellent strength) folding shelf bolted to the wall, which serves as a seat or desk. Each cell has a ventilator grille, 6 inches square, of Remarkable

strength. And that's all. Note that no plumbing is exposed to the inmates, and no cell has a light.

Cell doors do not open outward but slide back. Electrically operated, they cannot be opened at the cell itself. A guard at the end of a row operates concealed controls to open any or all cells in the row. The prison has its own power supply; but in the event of a power interruption, the doors are mechanically designed to slide shut under their own weight instead of staying open. The banks do not touch the block's outer walls at any point. Behind each bank is a 5-foot-wide utility corridor with wiring and plumbing.

The central atrium, or "broadway," between the cell banks is 40 feet wide. It is lit by fluorescent lights along the ceiling.

Cells are painted an obnoxious light aquamarine color. The walkways and Broadway are unpainted concrete. The whole cell block smells like a

locker room, an odor masked by a heavy layer of disinfectant. Every sound echoes up and down the block.

The block entrance is protected by a steel door with a gunport and peephole. Beyond the door is a one-story "office" with a single wooden desk, an enclosed restroom, and a wall telephone. The office measures 10 feet by 12 feet and is otherwise empty.

There is a 10-foot gap between the cell banks and the block entrance. This is for the barred "gun galleries" from which guards can fire from cover on any cell or any point in the broadway. One cannot enter a gun gallery from inside the block; they are accessible only by separate entrances outside the building.

Air conditioners fill the small sub-basements beneath each block. These, too, are inaccessible from inside. With the touch of a button, prison officials can, in emergencies, release tear gas or smoke through the ventilation system.

Beneath Cell Block A is "the dungeon"—the group of cells for solitary confinement. Each of these eight cells measures 5 by 8 feet and holds a bunk and a toilet. There are no bars; instead, each cell has a steel door. Inside, it is pitch dark. Prisoners are punished for various infractions by stays in the solitary cells. By law, no prisoner may be confined to solitary for more than 15 days at a stretch.

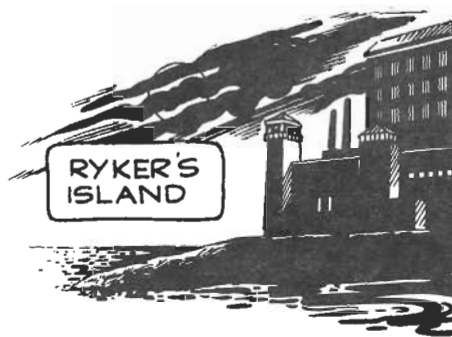
The Service Building

This is the same size as a cell block, but has only one story and a basement. The main floor contains the laundry, prison library, kitchen, and mess hall. In the basement are the power generator, tools, and other utility equipment.

The single entrance to this building holds a built-in metal detector, or "snitch box" in the inmates' jargon.

The Administrative Building

Measuring 45 feet long by 28 feet wide, this simple two-story building holds a receiving area for visitors, a small infirmary, the guards' lounge, and the warden's office. The second story is taken up by the guards' uniform lockers and the storage lockers for the prisoners' effects. The admin building is the only one in the prison with windows.



The admin building has two separate basements. One, reached by a staircase off the main hallway, has three temporary holding cells. The other, accessible only by a gangway in the warden's office, leads to the prison armory. This holds 80 wooden batons (truncheons), 80 assault rifles, 40 tear-gas grenades, 40 smoke bombs, 40 flak jackets, and plenty of ammo. The armory is protected by steel walls of Amazing strength. The lock is exceptionally difficult to pick (-1 CS to attempts). Only the warden and two senior guards have keys.

Shops

The shops, all one story tall, are of various sizes—generally around 60 feet long by 20 feet wide. Here the convicts make brooms, twine, and, yes, license plates. They earn 19 cents an hour, payable when their sentence is finished. (Departing convicts also get a new suit and a stern lecture from the warden).

Each building has machinery appropriate to its function. In general, machines weigh 1000 pounds and are of Excellent material, but take only Typical damage before they stop functioning.

Each shop has one door with a metal detector. Most have loading bays, but these are always locked except when actually in use—and then they are carefully guarded. Convicts often try to sneak aboard the trucks and hide amid the supplies. The ones who are caught earn a stretch in solitary. The ones who aren't get outside the complex, but are usually found by searches at the island bridge.

The Prison Routine

At any time there are 40 guards on duty—2 per cell block, plus 8 on the walls and 10 in the yard or the admin

building. There are also 2 guards at the motor pool and 4 at each end of the bridge. During business hours another two dozen support staffers are in the prison's kitchens, shops, and offices.

A convict's day begins at 6 AM, when wake-up bells rouse him. After 20 minutes to clean up, he stands at the cell front for morning head count. Then down to the mess hall, breakfast (20 minutes), check in the flatware, down into the yard and into the shops, work until 11:20 AM, another trip to the mess hall and 20 minutes for lunch, work in the shops until 4:30 PM, dinner, evening head count, back to the cell. Lights out at 9:30 PM. Repeat endlessly.

On Sundays convicts get an hour in chapel and an hour in the exercise yard. On Christmas and New Year's, an extra hour—when it's so cold one can hardly stand it. No other holidays.

This is the prison routine. No wonder everyone wants out. But only certain convicts have had the power to fulfill their dreams.

SUPER VILLAINS AT RYKER'S

Cell Block K was once the "Special Security" block. Shortly after the modern age of super humans began, this block was hastily upgraded to contain super-powered villains, notably Electro, the Vulture, the Sandman, Bullseye, and Paste-Pot Pete (before he renamed himself the Trapster).

The Special Security block also served as a temporary holding facility for villains of other states or nations while they were awaiting extradition. Among these were Diablo, Kraven the Hunter, and Mysterio.

For various reasons, many villains have never stayed at Ryker's. Those who commit federal crimes are sentenced to federal penitentiaries. Madmen such as the Scorpion and Doctor Octopus go to asylums upstate. Doctor Doom, as monarch of Latveria, has diplomatic immunity from prosecution. And then there are the ones no prison can hold, like the Hulk and the Sub-Mariner.

Special Security

Prison officials retrofitted the cells in Block K with special modules.

These cell-sized "coffins" slid into the existing cell compartments. Designed by Stark Enterprises (now Stane International), these modules were meant to hold the toughest super villains.

The modules had thick titanium steel alloy walls of Monstrous strength. Guards passed food and water inside through double-chambered "airlock" slots in the doors. Sanitary arrangements are not recorded, but may have used the same system.

Individual modules could be tailored for their inhabitants. The Sandman's module, for instance, was completely airtight, so he could not flow out the cracks. Electro's was well-grounded and insulated; it was lit only by chemical luminescence, not electricity.

Obviously the modules did not work. Jailbreaks from Ryker's were scandalously frequent, and wardens were changed almost with the seasons. Something had to give.

Villains on the Move

Ryker's no longer holds super-human criminals, due to the difficulty of restraining them. Also, families of ordinary inmates complained that they were endangered by close proximity to super-human villains. After numerous jailbreaks did massive damage, Ryker's "Special Security" block was shut down.

Ryker's sent its super-human inmates to several other facilities, notably the semi-secret energy research facility in the Adirondack Mountains called Project: Pegasus. When that too proved incapable of holding villains without damage, the federal government constructed the Maximum Security Installation for the Incarceration of Super-human Criminals, nicknamed "The Vault."

NPCs

Bennett B. "Big Ben" Stanford

Warden

F A S E R I P
Ty Ty Ty Ty Gd Gd Ty
Health: 24 Karma: 26
Resources: Good(10) Popularity: 4

Stanford is the latest in a long line of Ryker's wardens and is well aware of the high turnover. But with the super-human villains gone, he hopes to achieve job security.

Warden Stanford achieved this post through talent and tact, after a long career in a small minimum-security facility in California. It must be said that the transition to Ryker's, where the prisoners call the warden names and there are no tennis courts, has taken him aback. Still, he's coping so far.

Appearance: 5'11", 190 lbs. Stout, black hair (bald on top), well-dressed. Quiet manner, given to long piercing stares. Dry sense of humor. Stanford has quit smoking and lives in misery because of it—he sucks pencils, chews gum, and eats too much.

Talents: Administration, police procedures, criminology, diplomacy.

Typical Dialogue: "Out in Sacramento we'd punish this man by cutting his weekend furloughs. I imagine that won't work here. Recommendations?"

Prison guards

F A S E R I P
Gd Gd Ty Ty Gd Ty Ty Ty
Health: 36 Karma: 18
Resources: Good(10) Popularity: 0

Appearance: Black long-sleeved shirt and slacks; police-style black cap; black boots. Guards do not wear neckties, because convicts may try to use them as garrotes.

Talents: Law enforcement.

Equipment: Pistol, nightstick (treat as club), halogen flashlight, mace canister, two-way radio. Guards in cell blocks also carry handcuffs. In emergencies guards and other staffers wear flak jackets.

Typical inmate

F A S E R I P
Gd Ty Ty Ty Ty Ty Ty Pr
Health: 28 Karma: 16
Resources: Good(10) Popularity: -1

Appearance: Male (Ryker's has no facilities for female prisoners), gray-blue denim shirt and trousers, haunted or sullen look.

Equipment: All of a prisoner's possessions are taken and stored when he reaches Ryker's. The prisoner is issued two sets of clothing and six pairs of socks; toiletries such as a toothbrush, toothpaste, safety-razor holder, and shaving mug; a handkerchief, towel, mattress, and bed linens; a tin cup; a hand mirror and nail clippers; and one pair of shoes. And that's all.

CRIMES

The inmates here have committed every conceivable crime short of genocide. Continuing these habits, the prisoners get accomplices or bribed guards to smuggle in drugs, weapons, and contraband. Leaders of highly organized operations, such as Maggia chiefs, often continue to run things while in jail.

Obviously the central crime in a prison is the escape attempt. No convict thinks of anything else.

The showiest escape from Ryker's was actually broadcast live on national TV. Talk show host Tom Snyder presented an exclusive interview with Bullseye, shown from the assassin's own cell. Bullseye stole a guard's gun, took Snyder hostage, made his way into the yard, and shot out the tower searchlights. In the darkness the battle chopper came down for a good shot; Bullseye grabbed it, climbed up, killed everyone inside, and flew away. Snyder was fired, and so was yet another Ryker's warden.

In another case a convict didn't even have to escape. A CIA official got covert permission to take Frank Castle, the vigilante called the Punisher, outside the walls to capture a drug gang. The Punisher killed the gang members, and then, of course, escaped the CIA to continue his one-man, illegal war on crime.

CAMPAIGN USE

Manhattan: If heroes want to follow through after a particularly tough battle and say, "I'm hauling this bozo to prison *myself*!"—send the prisoner to Ryker's.

The prison also provides a dramatic backdrop for a jailbreak scenario, or a hostage situation. A villain takes a few guards hostage and demands that his old enemy (a PC hero) come in unarmed and helpless. Does the hero comply? If not, the guards die, and the Karma loss is the hero's!

CHAPTER 2: Manhattan

Given the upheaval Manhattan has endured in the Marvel Universe, one wonders how it still stands, let alone thrives.

Super-human villains knock over banks and jewelry stores with monotonous regularity. The villain Graviton raised an entire Fifth Avenue department store into the air and tried to hold it for ransom. Another villain, Lightmaster, blacked out the city at one time, and the Shocker threatened to do the same unless the city government paid him a million dollars. The American government super soldier called Nuke devastated part of the Hell's Kitchen neighborhood before Daredevil defeated him.

Other villains based in Manhattan include Dreadnought, the Hellfire Club, Killer Shrike, Madcap, Mad Dog, selected Morlocks, the Rose, the Tinkerer, the newest Yellowjacket, White Dragon, and many more. (For these villains' descriptions and statistics, see the *Gamer's Handbook of the Marvel Universe, Concrete Jungle, New York, New York*, and other MARVEL SUPER HEROES™ products.)

The Kingpin's criminal organization grows in power. The Maggia families are on the run, but still make mischief. The amoral corporation Roxxon is based in Manhattan, and the villains it employs sometimes wind up operating closer to home than board executives like. Vigilantes such as the Punisher and Nimrod are based here as well.

Over the years, Atlantis has invaded the island of Manhattan three times. The evolutionary offshoot of humanity called the Deviants has recently attacked it. The villainous organization known as Zodiac erected a force field around Manhattan and demanded ransom. In his numerous attempts to devour the Earth, Galactus has always tried to start in Manhattan. And when the fire demon Surtur tried to conquer Asgard, home of Thor and the other Norse gods, Manhattan was hit by blizzards of snow in the heat of summer.

During the second so-called "Secret War," an omnipotent other-

dimensional being called the Beyonder roamed all over Manhattan, experimentally creating chaos and then wiping memories of the events from the minds of witnesses.

The recent crisis called "Inferno" plunged Manhattan into chaos, as waves of heat and cold struck the city; telephones, fireplugs, and other inanimate objects came to life and attacked passersby; minor demons roamed the streets; and the Empire State Building grew a mile high. However, when the X-Men and X-Factor resolved the crisis, New York was magically restored to normality and, again, inhabitants retained no memory of its events.

Most spectacular of the disasters striking Manhattan came from Galactus's onetime herald, Terrax. He surrounded the island with a force field, as Zodiac had, but then levitated the whole works high into space, above the Earth's atmosphere. Terrax meant to coerce the Fantastic Four into fighting Galactus. Though his scheme failed dismally, he created havoc with the city's bridge and tunnel systems.

Manhattanites certainly live exciting lives.

OVERVIEW

Smallest of New York City's boroughs, Manhattan Island measures 13.4 miles long by 2.3 miles at its widest point. For the hero plugging numbers into a spaceship or helicopter computer, Manhattan's coordinates are 40 degrees north latitude and 74 degrees west longitude.

The name "Manhattan" comes from an Algonquian Indian word meaning "island of the hills." Today the hills are concrete and steel skyscrapers, and the borough is the center of finance, commerce, art, and society for New York City and the entire United States.

Climate

The climate is typically New England: hot summers, cold and snowy winters, beautiful autumns, and short and uncertain springtimes. The following chart gives typical tempera-

tures for the seasons, rounded off to the nearest degree Fahrenheit. With this chart, Manhattan's heroes have a standard for comparison when man-made or supernatural phenomena alter the weather.

Month	High	Low	Avg.
January	39	26	32
April	61	44	52
July	85	68	77
October	67	51	59

Humidity remains fairly constant at 60-67% year round, winds are seldom strong in the city, rainfall is moderate, and about three feet of snow fall in a normal winter.

Geology

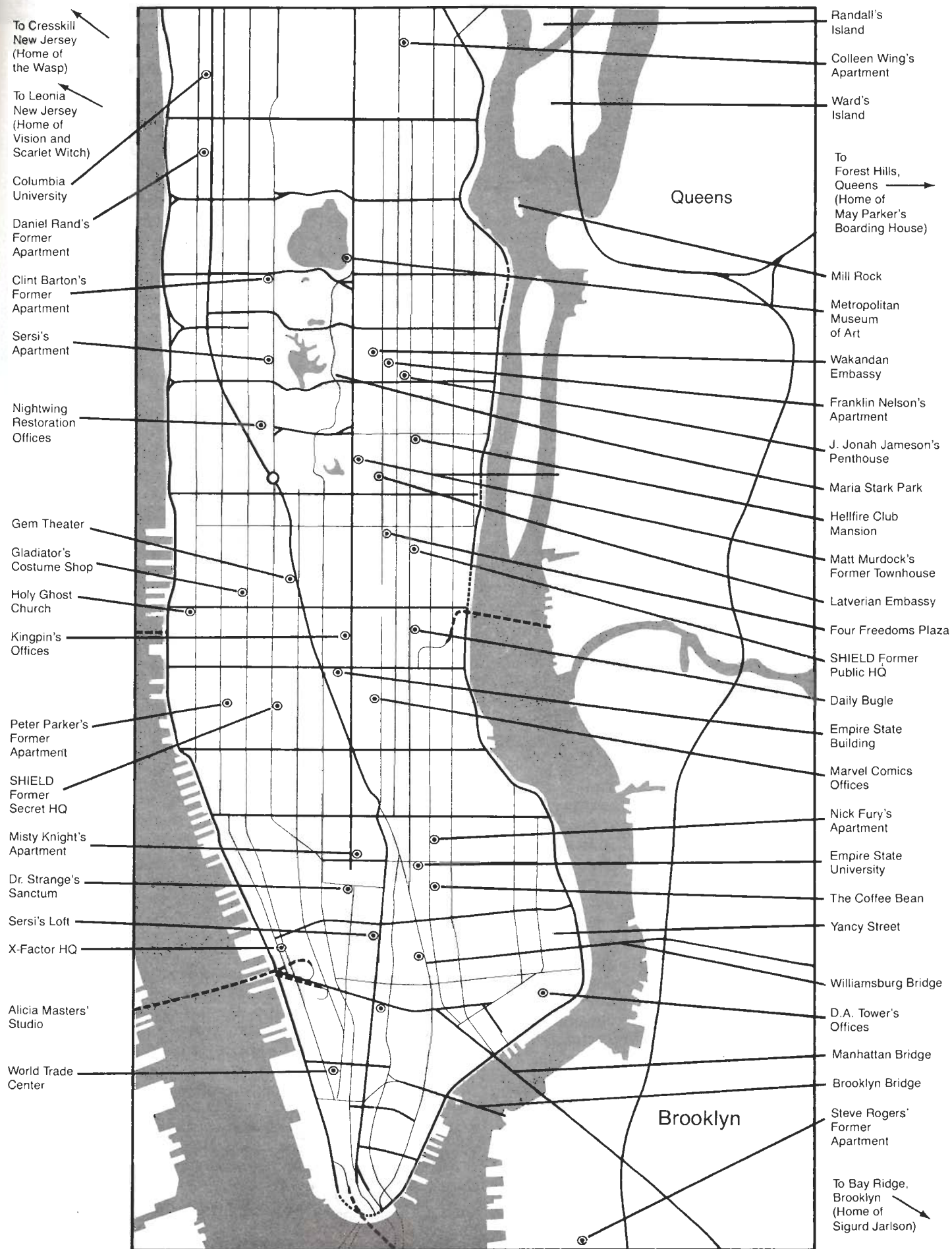
It is frequently observed that Manhattan is built on solid bedrock—usually by incredulous natives when some villain creates an earthquake. But in fact northern Manhattan is cut by several geologic faults, the longest bisecting the island from northwest to southeast above Central Park. This fault, deep beneath the surface, provides an avenue down to the undiscovered city of the Lava Men, miles beneath Manhattan.

Still, Manhattan's geology is remarkably stable. Some of the rock types found here are named for the city: Manhattan schist, Brooklyn gneiss. Only CL1000 power could create significant seismic disturbances along the faults, or CL3000 force elsewhere.

Layout

Visitors are always told not to drive in Manhattan. This is excellent advice, but not necessarily because of a confusing layout. The streets are hazardous to the visitor because they are crowded, parking is either expensive or nonexistent, and traffic jams are frequent. But for most of its length Manhattan's layout is strikingly regular.

Blocks stretch in a neat rectangular grid from the northernmost tip of the island ("uptown") to about five-sixths of the way downtown. There they give way to the labyrinths of Greenwich Vil-



lage (in the west) and Chinatown and the Financial District (near Battery Park, the southernmost point of Manhattan). These are the oldest parts of the city, built before its layout was planned.

New York's streets are generally wide and well designed, but also crowded, dirty, and in poor repair. For more about life on the streets, see Chapter 5. This section describes the street layout for heroes who need to get around town.

The north-south verticals in the Manhattan grid are the avenues, numbered from east to west, First through Twelfth. Fourth Avenue turns into Park Avenue above 14th Street; Lexington Avenue lies between Third and Park; and Madison Avenue, home of the nation's advertising industry, lies between Park and Fifth.

Fifth Avenue is the ritziest avenue in New York. Cross-street addresses increase east or west from Fifth. The avenue's name stays resolutely Fifth all the way up to the Harlem River.

"Sixth" Avenue is more accurately known as the Avenue of the Americas, and banners of all the nations in North, South, and Central America hang along its length. Above Central Park this avenue becomes Lenox Avenue. Several other numbered avenues also change names as one moves uptown.

In the Lower East Side, four additional avenues run parallel to First Avenue, lettered A through D toward the East River.

The horizontal bars in the grid are the streets, numbered from 1st to 215th (and even higher in the Bronx). These form rectangular blocks that are sometimes much longer than they are wide. In general, assume 20 blocks per mile heading north-south, but as few as five or six moving east-west.

Running diagonally across the whole length of Manhattan is Broadway, a legend in theatrical history and, around Times Square, a breeding ground for crime and vice. Broadway runs north from Battery Park and South Ferry to 10th Street, then angles left to run in a diagonal streak across the island. Above 77th Street it turns north again and eventually merges with Eleventh (West End) Avenue. It continues over the 225th Street

Bridge and into the Bronx.

Almost all streets and avenues in Manhattan are one-way to traffic. The two-way streets, twice as wide as the others, are Canal, Houston, 14th, 23rd, 34th, 42nd, 57th, 72nd, 79th, 86th, 96th, 106th, 116th, 125th, 135th, and 145th. Traffic on Broadway is two-way above 59th Street, one-way southbound below it.

Street Address Finder

With over 200 streets crossing the avenues, how do the Judge and players know where to find a given avenue address? Use this handy locator.

Take the avenue address, drop the last figure (for instance, 460 Park Avenue becomes 46), divide this number in half (46 becomes 23), and add the key number for the appropriate avenue from the following table (in this example, 34). Subtract numbers preceded by minus signs. The result is approximately the nearest cross street. (In the example, $23 + 34 = 57$ th Street.)

Key Numbers

Avenues A, B, C, and D: 3

First Avenue: 3

Second: 3

Third: 10

Lexington: 22

Park: 34

Madison: 27

Fourth: 8

Fifth:

Up to 200: 13

201-400: 16

401-600: 18

601-775: 20

776-1286: See exceptions below

1287-1500: 45

1501-2000: 24

Sixth (Ave. of Americas): -12

Lenox (Sixth above Cent. Park): 110

Seventh: $12 / 1801 + : 20$

Eighth: 9

Ninth: 13

Columbus (Ninth above Broadway): 59

Tenth: 13

Amsterdam (Tenth above 57th): 59

Eleventh: 15

West End (Eleventh above 57th): 59

Broadway:

1-754: below 8th Street (do not make a change)

755-858: -29

859-958: -25

Above 959: -31

Exceptions: For the following streets, drop the last digit of the address but *don't* divide the result. Add or subtract this key number:

Fifth Avenue, 776-1286: -18

Central Park West: 60

Riverside Drive:

1-567: 73

568+: 78

To try an example: Suppose you know that the Hellfire Club Mansion is located at 840 Fifth Avenue. Take the street number (840), and drop the last digit (84); because it falls in an "exception" area (see above), do not divide by 2. Then look up the key number listed above—for this section of Fifth Avenue, it's -18. Adding that to what we had before, we get 66. So the mansion is located near the corner of Fifth Avenue and 66th St.

The Highways

Manhattan's coast is bounded by two giant highways. The Elevated Highway runs along the East River waterfront, tunneling under the United Nations complex at 42nd Street and emerging as the Franklin D. Roosevelt Drive, also known (very descriptively) as the East River Drive.

On the western waterfront, a single highway starts in the south as West Street, then becomes in succession Eleventh Avenue, Twelfth Avenue, the West Side Elevated Highway, and the Henry Hudson Parkway. This is one street! Yes, Manhattan's avenues are strikingly regular, but there are exceptions.

In the Marvel Universe, part of the West Side Highway is abandoned. A forty-five block ($2\frac{1}{2}$ mile) stretch extends north from the World Trade Center. Joggers run on the empty highway, and Daredevil has been seen using it as a shortcut over traffic below.

The highway's underside is high,

dark, and unexplored—a perfect hiding place. For years the Casket of Ancient Winters, a powerful magical artifact, lay hidden there. It was retrieved and opened as part of the fire demon Surtur's scheme to destroy the universe. The casket contained "the fury of Niffleheim," the frozen realm of the dishonored dead in Norse mythology. When it was opened, New York City was plunged into winter in July. The thunder god, Thor, led the forces that defeated Surtur's plan and restored Manhattan's weather to normal.

The Casket of Ancient Winters was hidden under the West Side Highway. Who knows what else may lie there?

The Waterfront

New York's bay is one of the great natural harbors of the world. However, the city itself sees comparatively little water traffic nowadays. Most freight traffic, now handled in containerized shipping, goes through the container terminal across the bay at Port Elizabeth, New Jersey.

Passenger vessels in Manhattan dock at a few Hudson River piers on the Lower West Side, between 45th and 54th Streets. These are almost all luxury ships headed for or returning from Caribbean cruises. In the old days, gambling ships full of rich folks would sail into the Atlantic beyond US territorial waters and set up waterborne casinos. Now gamblers just drive down the coast to the casinos of Atlantic City.

Hudson River piers are numbered from 25 to 99, south to north, though many numbers are skipped. Pier 25 extends from the Tribeca area of south Manhattan, and the rest are lined up northward at regular intervals about 300 feet (2 areas) apart. To locate Piers 64 through 99, subtract 40 from the pier number to find the number of the nearest street. For instance, Pier 69 is right by 29th Street.

East River piers are fewer in number than those in the Hudson River. They start with the Municipal Ferry Terminal just east of Battery Park, where the Staten Island Ferry docks. Five piers (6, 9, 11, 13, and 14 south to north) stretch out from the Financial District; Pier 6 is a heliport. Three more piers, just south of the Brooklyn Bridge, make up the South Street



Seaport Museum. All of these extend off South Street, which runs along the waterfront by the Elevated Highway. Above the Brooklyn and Manhattan Bridges on the Lower East Side lie Piers 34-44. There is no easy numerical way to locate these piers.

A typical pier is about 500-600 feet (4 to 5 areas) long. Width and materials vary widely, but in general assume a pier 20 feet wide and made of wood boards of Good strength. Dock supports, or pilings, are thick oak of Excellent strength.

Transport

If the characters don't want to drive on the crowded, pothole-ridden, unnerving streets, New York also offers crowded buses, crime-ridden subways, and unnerving taxicabs. Or they can walk.

Buses: Routes run on all avenues, major crosstown streets, and a few weird zigzag patterns. There is usually a bus stop every couple of blocks. The system is completely bewildering, and good luck getting the drivers to tell you anything.

Fare is one dollar, exact change required (no bills), with free Add-A-Ride transfers. As often as not, though, heroes hitch free rides atop the bus.

For a physical description of a typical bus, see Chapter 4.

The Subway: Slightly less complex than the bus system, the subway system is also more crowded in the daytime and more dangerous at night. Its three main lines are abbreviated IRT, IND, and BMT. Each line has four to six train routes. In general, these run north-south across Manhattan and into neighboring boroughs. But a few

lines take a sharp right at Central Park into Queens.

Subway stops can be found every few blocks downtown, and every four to six blocks uptown. Fare is one dollar, in the form of a token bought in the station.

For more about subways, see Chapter 5: Underground Manhattan and the system maps on the cover to the *Adventure Book*.

Taxicabs: Heroes seldom take cabs, but it is not unknown. Even the FF had to flag one down to go to the Baxter Building when their aircraft crashed in Central Park.

By law, drivers cannot refuse "orderly" passengers transport anywhere in the five boroughs. In practice, good luck if you want to go to Brooklyn or Queens, or the jungle of the south Bronx.

Fare is \$1.10 for the first ninth of a mile, a dime per additional ninth; drivers expect a tip of 15 to 20 percent, and woe betide the fares who stiff them. Passengers pay highway tolls. Most cabs carry no more than four passengers.

Several competing cab fleets troll the streets downtown. It is usually a routine matter to flag one down . . . except during rush hours and bad weather—and when you *really* need one.

In addition to the cab companies, "gypsy cabs" roam the streets. These private entrepreneurs, meterless and unlicensed by the city's Taxi and Limousine Commission, can be seen as romantic freelancers or extortionists, depending on one's viewpoint.

Physical description of taxicabs and typical drivers are in Chapter 5.

Air Travel: The city has four heliports, not to mention landing facilities for various exotic spacecraft atop Four Freedoms Plaza.

The two airports that service Manhattan are both in Queens. See the entry for "May Parker's Boarding House" on page 12.

Government

Since Manhattan hosts New York City's City Hall, a brief mention of the city's government is in order here.

The chief political figure is the Mayor, who is elected to a four-year term. In *Marvel Manhattan*, as in our world, the Mayor is currently Edward

Koch. However, in the *Marvel Universe* Koch did not win the last election; he lost to Randolph Winston Cherryh, a career politician with organized crime connections. Cherryh was a puppet of the Kingpin, but Daredevil forced the crime lord to give up Cherryh. Though he won the election, Cherryh followed the Kingpin's orders to the end, admitted his crime connections, and resigned before taking office. Koch became Mayor instead, and Cherryh's current whereabouts are unknown.

New Yorkers also elect a 39-member City Council every four years. The third major governing body is the Board of Estimate, which has the vital task of preparing the city budget. The Mayor, the City Council president, and the comptroller (treasurer) each have three votes on the Board, and the presidents of the five boroughs have two votes apiece.

New York's government seldom figures in *Marvel* adventures, but there has been widespread corruption in its upper reaches since the 19th-century days of Boss Tweed and Tammany Hall, if not before. This political graft is white-collar crime, not in the usual run of villainous schemes—but any crime can be the springboard for a role-playing scenario.

MANHATTAN'S NEIGHBORHOODS

As mentioned earlier, New York City is a huge conglomeration of neighborhoods, each with its own character, population, history, and atmosphere. Such rich diversity is impossible to summarize, but here is a naive attempt, confined to Manhattan alone. The districts are described in rough geographical order, moving from south to north.

White Hall, Wall Street, and Lower Broadway

Area: White Hall and Wall Street begin at the southern tip of Manhattan above Battery Park. Fulton Street is their northern boundary. Lower Broadway lies just above both, between the Lower East Side (boundary: Park Row) and Tribeca to the west (boundary: West Broadway).

Description: These towering skyscrapers are part of what is usually called the Financial District. This is what people around the world think of when they think of New York City—and, to a certain extent, of America.

But there is a patch of green here, too, at the extreme tip of the island. Battery Park, so named because it once held a fort with an artillery battery, is laden with commemorative monuments. Castle Clinton is a restored circular building with red sandstone walls eight feet thick (Remarkable strength). The Staten Island Ferry docks here.

Landmarks: The twin skyscrapers of the World Trade Center; the New York Stock Exchange; Chase Manhattan Bank, Citibank, and nearly every other national bank; the AT&T Building; and City Hall, including the Mayor's offices.

Notable Residents: Very few people live in the Financial District. A rare residential site includes the studio of blind sculptress Alicia Masters Storm, wife of the Human Torch.

Notes: For more information, see "The Financial District" listing in the next chapter.

Tribeca

Area: Southwest Manhattan, west of Lower Broadway. A triangular area bounded by Canal Street (north), West Broadway (east), and West Street (west).

Description: Tribeca is an abbreviation for the "TRIangle BELow CANal Street." This is one of the current refuges for artists, nonconformists, and other bohemians in Manhattan, previous domains like Greenwich Village having grown too fashionable and expensive. Warehouses and factories have become living quarters and studios, and now restaurants, clubs, and bars have begun to follow the artists. There's some industry here, too.

Landmarks: Exit from the Holland Tunnel (see page 18) on Canal Street. Former headquarters of X-Factor, now demolished.

Lower East Side and the Bowery

Area: Southwest Manhattan waterfront. South boundary, Fulton above the Wall Street district. The neighborhood stretches north along the East River waterfront like a cancer. Inland it

is stopped only by the Bowery and Chinatown, and farther north by First and Second Avenues.

Description: This area was built in the last century to house a melange of poor ethnic immigrants, and it has remained poor and diverse ever since—old buildings, shops that display their goods on the sidewalk, ethnic restaurants. Heavy crime, especially at night.

Landmarks: Josie's, a bar for low-lives (just off South Street on the waterfront).

Notable Residents: Hoodlum Turk Barrett and his buddy Grotto. A shack beneath a pier is the hideout for the small-time Slaughter assassination ring, which does some work for the Kingpin.

Notes: For more information, see the "Yancy Street" Hotspot listing in the next chapter.

Chinatown

Area: Baxter Street east to Park Row and the Bowery, south of Bayard Street.

Description: Home to much of Manhattan's Oriental population, this area is a major tourist attraction. It features many souvenir shops and terrific Chinese restaurants. Visitors notice narrow streets, tenement buildings, newsstands loaded with Chinese newspapers and magazines, unfriendly shopkeepers, and lots of lights and neon.

In the Marvel Universe, gang warfare has been a problem here. The Kingpin supports attempts by the villain White Dragon to consolidate these gangs; the Kingpin himself has remarkably little influence in Chinatown. White Dragon's gang, the Dragonlords, clashes with another gang called the Tiger's Claw, dedicated to peaceful protection of the Chinatown area.

Landmarks: Criminal Courts Building; District Attorney Tower's offices.

Little Italy

Area: Northwest of Chinatown in lower central Manhattan, bounded by Houston (north), Lafayette Street (west), the Bowery (east), and Canal (south).

Description: This neighborhood is said to be the most crime-free in New York. The residents are of predomi-

nantly Italian descent, and the district offers some of the best Italian restaurants and street cafes in the country.

Little Italy was the site of a rampage by the super-powered villain Vermin during a recent San Gennaro Festival (held each year in early September). Spider-Man and Captain America stopped the rat-like predator. For more about Vermin, see Chapter 5.

Landmarks: The main streets in Little Italy are Grand and Broome, which run east-west, and Mulberry and Mott (north-south).

SoHo

Area: The district "SOuth of HOuston Street," and also west of Broadway, east of West Broadway, and north of Canal.

Description: No connection to London's Soho district. Lots of century-old cast-iron buildings, and at one time plenty of cast-iron artists who endured the conditions of windy lofts and studios. Once the area became fashionable, rents drove the artists out (see Greenwich Village). Trendy galleries, rock clubs, fashionable shops and restaurants. All of SoHo is protected as a national landmark.

Landmarks: Ukifuni Oddities (Canal Street and W. Broadway), a shop selling Japanese weaponry and trinkets, once a base for the Oriental assassins' guild called The Hand.

Notable Residents: Sersi, an Eternal who specializes in transformation powers, keeps a loft on Grand Street off Broadway.

Notes: Houston Street is pronounced "HOUSE-ton."

East Village

Area: Bounded by Houston (south), 14th Street (north), First Avenue (east), and Broadway (west).

Description: So called because it is the eastern part of Greenwich Village (see below), the East Village enjoyed a brief vogue as a psychedelic hippie hangout in the 1960s. Today there is light business activity, but most of the East Village is given over to tenements. There is an active Ukrainian community. Also, like Tribeca, the East Village is getting more artists, students, and intellectuals fleeing the high rents of Greenwich Village and SoHo.

Landmarks: Empire State University.

The Coffee Bean (2nd Street off Second Avenue) is a small coffee shop and cafe that caters to the college and teen crowd (including, in times past, Peter Parker and the original X-Men).

Owned by two old men who haven't been teenagers since the Hoover administration, "the Bean" has always been about a year late in joining any given fad. It has been a beatnik hangout, a go-go psychedelic joint, a disco, and a fern bar. Now it's trying to cash in on breakdancing. No fad is dead until it appears at the Coffee Bean.

Notable Residents: The poet W. H. Auden once lived here. Nick Fury has an apartment on 10th Street between First and Second Avenue.

Notes: For more information, see the "Empire State University" Hotspot listing in the next chapter.

Greenwich Village

Area: An irregularly shaped collection of irregular neighborhoods in lower west Manhattan, bounded by Broadway (east), the Hudson (west), Houston (south), and 14th Street (north).

Description: Once nonconformist, unfashionable, and cheap, the area is now posh but still nonconformist. Theaters, coffehouses, art galleries, jazz clubs. See "Doctor Strange's Sanctum" in the next chapter.

Landmarks: Washington Square Park at the foot of Fifth Avenue; New York University, above and below the park; Bleecker Street; Christopher Street.

The site of the former Triangle Waist Factory is at 22 Washington Place. In 1911 the historic fire here took the lives of 150 workers. The incident became a rallying point in the labor movement, and led to laws improving factory work conditions.

Notable Residents: Doctor Stephen Strange, Sorcerer Supreme; Misty Knight, half of Nightwing Restorations.

Murray Hill and Gramercy Park

Area: Gramercy is a wide rectangle just above the East Village, bounded by 18th and 23rd Streets and by Third and Fifth Avenues. Murray Hill, above Gramercy, is bounded by the same avenues between 23rd and 42nd Streets.

Description: Mostly low-rise office buildings, light manufacturing, artists' and photographers' lofts, some very good residential housing. Not much night life.

These districts used to be quite the fashionable spots in the days of gas-light. Now "faded elegance" best describes some sections. The Vanderbilt Hotel became Four Park Avenue, high-class apartment suites. An old J. P. Morgan carriage house (211 Madison) is now a cosmetics school. And so it goes.

A few skyscrapers and major firms do business here. On Fifth Avenue at 39th Street, on the border between Murray Hill and the Garment District, stands an attractive office building, headquarters for the Kingpin.

Landmarks: Gramercy Park, Madison Square Park; several insurance company skyscrapers; the Police Academy; the J. P. Morgan Library.

Notes: The Kingpin's building is briefly described in "The Financial District" in the next chapter.

Chelsea

Area: On the west side of Manhattan above Greenwich Village. From 14th Street north to 28th Street (Fifth to Eighth Avenues) and to 30th Street (from Eighth to the Hudson River).

Description: Restaurants, small bars, renovated brownstones, and a quiet style of life have made this area traditionally attractive to writers.

Landmarks: Thomas Wolfe, Dylan Thomas, and Brendan Behan lived at the Chelsea Hotel (222 West 23rd Street).

Notable Residents: Lowell Thomas, Arthur Godfrey, James Michener, and Dale Carnegie all lived here at one time. Maxine Lavender, assistant district attorney (London Terrace Towers, Ninth Avenue and 23rd Street). Peter and Mary Jane Parker lived at 410 Chelsea Street, but were recently evicted and now reside with Peter's Aunt May in Queens.

Notes: For more information, see the "SHIELD Headquarters" Hotspot listing in the next chapter.

Garment District

Area: A rectangle in south central Manhattan bounded by 28th and 38th Streets (south and north) and by Fifth and Ninth Avenues (east and west).

Description: Between a fifth and a third of all the clothing worn in America is made in this congested patch of Manhattan. Hundreds of showrooms line the walks, and above them hundreds more workshops, factories, and storage rooms hold dresses, hats, jumpers, overcoats, and the specialized high-tech equipment that makes them.

By day 150,000 people work here. union "push boys" wheel open racks along its narrow, crowded sidewalks. Trucks jam the streets. At rush hour the district becomes a madhouse. Then at night it's deserted.

From 25th to 30th Streets between Sixth and Eighth Avenues is the Fur District, which manufactures 90% of all furs sold in this country.

Landmarks: Macy's (34th Street and Seventh); Gimbel's (Broadway and 33rd); Pennsylvania Station, where trains enter and leave via underground tunnels (31st Street West and Seventh Avenue); General Post Office (31st Street West and Eighth Avenue). Herald Square (Broadway and Avenue of the Americas) figures prominently in George M. Cohan's song "Give My Regards to Broadway."

Midtown, Sutton, and Tudor City

Area: The eastern half of central Manhattan, from the Lower West Side and Theater District (see below) to the East River. Bounded by 42nd Street (south), 59th Street (north), Avenue of the Americas up to 53rd, Eighth Avenue up to 59th.

Description: Midtown is the elite business district in Manhattan (though property values are not quite as high as those around Wall Street). Expensive restaurants, night life. Posh Fifth Avenue department stores, including Farmingdale's (47th Street), Tiffany jewelers (57th), Gucci fashions (54th), furriers, high-priced art galleries, and other tempting targets for villains who need money. Midtown West and East are shown on two of the fold-up maps included in this set.

Sutton is the district immediately surrounding the United Nations, and includes little private housing.

Tudor City, immediately below the United Nations, is a self-contained 12-building apartment complex with its own park, hotel, stores, and 3,000

apartments. Rather high-class, it dates from the 1920s.

Landmarks: Four Freedoms Plaza, former site of the Baxter Building and home of Fantastic Four Inc.; the United Nations; the Empire State Building; Marvel Comics; Rockefeller Center; St. Patrick's Cathedral. Midtown is headquarters for the biggest companies in the Marvel Universe, including Roxxon Oil. SHIELD's public headquarters once occupied Midtown's Citicorp Building. The *Daily Bugle* Building is at 39th Street and Second Avenue.

Bellevue Hospital, the oldest general hospital in North America, occupies about 12 square blocks on the East River between 25th and 30th Streets. It has a reputation as a mental hospital, but in fact it treats every conceivable illness. It pioneered the first ambulance service (1863), nursing school (1873), and women medical students in New York (1888). It developed open-heart surgery and today leads the world in advanced microsurgery for the reattachment of severed limbs. Its morgue processes tens of thousands of bodies each year. Bellevue's new building, opened in 1973, is 25 stories tall.

Also in Midtown stands the New York Public Library (Fifth Avenue at 42nd Street), the second largest in the United States after the Library of Congress in Washington, DC. This superb library holds over five million volumes. Its large reference library could help heroes in an investigation. For instance, it includes telephone directories for every city in the United States, a help in deciphering clues.

Notable Residents: The Fantastic Four.

Notes: For more information, see the Hotspot listings in the next chapter for many of the landmarks listed above and the Financial District.

Times Square & Theater District

Area: Broadway from 41st to 53rd Streets, and cross streets west to Eighth Avenue; a few theaters and many associated restaurants east to the Avenue of the Americas (Sixth Avenue).

Description: Center of New York's night life, this district includes both sophisticated theaters and the sleaziest, most corrupt streets in Manhattan.

The main avenues are lined with cheap movie houses, souvenir shops, and burlesque joints; side streets offer beautiful Art Deco architecture from the days of vaudeville. It is a study in contrasts.

Landmarks: Times Square; the Gem Theater, once headquarters for Power Man and Iron Fist, Heroes for Hire (234 West 42nd Street).

Notable Residents: Josie, sometime informant for Daredevil (no permanent address). Her "boyfriends" include some of the city's top criminal figures.

Notes: For more information, see the "Times Square" Hotspot listing in the next chapter.

Lower West Side

Area: From 34th Street (south) to 72nd Street (north), and from Eighth Avenue west to the Hudson River.

Description: See the "Hell's Kitchen" entry in the next chapter.

Landmarks: Holy Ghost Cathedral, base of operations for Cloak and Dagger (42nd Street off Eighth Avenue). The Kingpin owns a nondescript building on 50th Street and Eleventh Avenue, where he hid out in a sub-basement when he first returned to New York to resurrect his criminal organization.

Notable Residents: Matt Murdock and Karen Page; Melvin Potter, once a minor villain called Gladiator, now reformed and owner of a costume shop on 44th Street off Ninth Avenue.

Upper East Side

Area: East of Central Park, from 59th Street (south) up to 79th (east of Lexington) and 96th (west of Lexington).

Description: The most expensive residential area in the United States. In the western part, doctors, lawyers, and bankers live in slick condos on the avenues, and in elite, solidly built row houses on the side streets. The eastern half, where the rents are slightly less stratospheric, houses yuppies and singles. Lots of fine restaurants and night life here.

Landmarks: Hellfire Club Mansion (475 Third Avenue); Latverian Embassy (61st Street and Lexington Avenue); Wakandan Embassy (Madison Avenue at 76th Street); Rockefeller University (on the river between 63rd

and 70th).

The Symkarian Embassy (Madison at 80th) represents the Balkan postage-stamp country of Symkaria, original home of the mercenary adventuress Silver Sable.

Maria Stark Park (formerly Avengers Mansion, 890 Fifth Avenue) is a beautifully landscaped park, created when the latest incarnation of the Masters of Evil super-human villain group demolished much of Avengers Mansion. The Avengers relocated to Hydro-Base (now Avengers Island) and turned the mansion site into parkland. The park is named for the mother of Tony Stark, patron of the Avengers and secretly Iron Man.

Maria Stark Park measures 88 yards (2 areas) on a side. Its cobblestone pavement is of Good strength.

In the park stand several large marble statues of the founding members of the Avengers. Each of these statues is of Excellent material strength. Each weighs about a ton, requiring Remarkable strength to lift and Incredible strength to throw. A large central statue of all five original Avengers weighs three tons and is +1 CS to lift or throw.

Notable Residents: Many of New York's most prosperous citizens live here, including, before he was disbarred from law practice, Matt Murdock. J. Jonah Jameson, publisher of the *Daily Bugle*, has a luxurious penthouse on Lexington Avenue at 74th Street, not far from the Whitney Museum of American Art.

The Century Club, a five-story brownstone (Park Avenue near 81st) is an exclusive men's dinner club. Members include Jameson and Wilson Fisk, the Kingpin. Fisk comes here occasionally to play billiards.

Notes: For more information, see the "Hellfire Club Mansion" Hotspot listing in the next chapter.

Yorkville

Area: From 59th Street (south) to 96th Street (north); from Lexington Avenue east to the East River.

Description: Once known as "Ger-mantown," the population in this desirable Upper East Side neighborhood is now more diverse. High-rise apartments have begun to replace old brownstones.

Landmarks: Gracie Mansion (Carl

Schurz Park, East End Avenue at 88th Street), home of New York's Mayor. This clapboard structure was the first house built facing the East River (1770, rebuilt 1798).

Notable Residents: The Mayor.

Central Park

Area: A thin vertical rectangle in central Manhattan between Fifth and Eighth Avenues, bounded to the south by 59th Street and to the north by 110th. To the east lie the Upper East Side and East Harlem; to the west are the Upper and Lower West Sides.

Description: New York City's "green lung," this huge park is beautifully landscaped. It includes lakes and a great reservoir, as well as sculptures, footpaths, gardens, and a small zoo.

Landmarks: Metropolitan Museum of Art, Receiving Reservoir.

Notable Residents: Frogs and rats have been warring here for several years, a struggle that involved Thor and Doctor Strange at different times.

Notes: For more information, see the Hotspot listings for "Central Park" and the "Metropolitan Museum" in the next chapter.

Upper West Side

Area: West of Central Park from 72nd Street (south) to 110th Street (north).

Description: On its western and eastern sides, a posh residential and retail district, also known for some elite night spots. In the center, along Broadway and Amsterdam, the area is seedier; this was the original setting of the Broadway play and movie *West Side Story*.

Prosperous professionals, artists, and middle-class families passing through from their co-ops and condos do a good job of ignoring the bag ladies that sleep on Broadway's gratings.

Many of New York's best Chinese restaurants are concentrated in this area, earning it the nickname "Szechuan Valley" among diners.

Landmarks: Lincoln Center, virtually a neighborhood by itself (Broadway and 65th Street); Riverside Park, along the waterfront by the Henry Hudson Parkway, stretching north into Morningside Heights;

The Dakota Apartments (1 West

72nd Street at Central Park West), first luxury apartment house in Manhattan (1884), is still highly fashionable. It is a beautiful Neo-Romanesque brownstone, now best known as the last home of rock star John Lennon. The film *Rosemary's Baby* was made here.

The American Museum of Natural History and Hayden Planetarium (79th Street and Central Park West) was the site of a pitched battle between the forces of the Owl and Doctor Octopus. It caused considerable damage that closed parts of the museum for weeks.

The Upper West Side area holds P.S. 42 and I.S. 44, the schools attended by the Power children (Power Pack).

Numero Uno (Columbus and 74th), once one of New York's most exclusive nightclubs during the disco craze, has hosted at least one performance by the Dazzler. The club is less popular now but remains the best-known of its type in the superhuman community.

The Magical Child, the most complete occult bookstore in the western hemisphere, is on the Upper West Side.

Notable Residents: Nightwing Restorations keeps offices here (68th Street, half a block west of Central Park). The Eternal Sersi lives on Eighth Avenue at 74th Street opposite Central Park.

Mary Jane Watson-Parker lived on 79th Street near Broadway before marrying Peter Parker. Clint Barton (Hawkeye) lived on Eighth Avenue and 86th Street, facing Central Park, before leaving New York to form the West Coast Avengers. The Asgardian enchantress Lorelei once lived in a penthouse facing Central Park, not far from Barton's residence. Lorelei has since returned to Asgard. Franklin "Foggy" Nelson lives on Columbus and West 70th (Apartment 5E).

Morningside Heights

Area: From 110th Street (south) to 125th (north), and from St. Nicholas Avenue (a block west of Eighth above Central Park) to the Hudson River.

Description: This area and those north are residential districts of progressively lower class.

Landmarks: Columbia University

(Broadway and 116th), an Ivy League campus with 23,000 students; Barnard College, nearby, the alumnus of Mrs. Hoag of Damage Control; Riverside Park, Morningside Park.

The Cathedral of St. John the Divine (Amsterdam Avenue and 112th Street) is intended to be the largest in the world when completed—some time in the late 21st century!

General Grant National Memorial, popularly known as Grant's Tomb (123rd Street in Riverside Park), is immortalized in an idiot trivia question ("Who's buried there?"). The mausoleum-like monument is made of white granite (Excellent material) and stands 150 feet (10 areas) tall. Inside, surrounded by white marble walls and windows of golden glass, sits the open crypt bearing the sarcophagi of President Ulysses S. Grant and his wife, Julia Dent Grant.

Notable Residents: The late Daniel Rand, otherwise known as Iron Fist, lived in an apartment on 104th Street off Broadway.

Harlem and East Harlem

Area: East Harlem, from 95th Street north to the Harlem River. Harlem, from Fifth Avenue above Central Park (east) west to the Hudson River, outside Morningside Heights; and north to 151st Street.

Description: Home of many of New York's multitudes of black residents, who make up a quarter of the population, Harlem has seen better times. It had a vogue in the 1920s, when well-to-do whites went "slumming" there to see Duke Ellington and other jazz greats at the Cotton Club. But the Cotton Club was razed to make way for a housing development, and Harlem is a rotting ghetto of filthy streets and closed storefronts.

One lively street is West 125th. In the wake of the 1960s civil rights movement, this street has been renamed—not King, not M. L. King, not even Martin Luther King, but, satisfying the most exacting standards of the politically correct, *Martin Luther King Junior Boulevard*. Though residents mean no disrespect toward the great man, they pragmatically abbreviate the jawbreaking name to "MLK." It is full of fast food restaurants, groceries, bars, boutiques, and discount stores, and the noise of ghetto blast-

ers is constant.

Landmarks: Mount Morris Park, Jefferson Park. The Theresa Hotel (125th at Adam Clayton Powell Blvd), no longer a hotel, was once the home of Fidel Castro. The Schomburg Library (515 Lenox Avenue at 135th Street) is the world's largest collection devoted to black culture and history.

Notable Residents: Colleen Wing, one half of Nightwing Restorations, lives in an apartment in East Harlem (Lexington Avenue at 120th Street). The Morgan organization, a small crime ring deeply involved in heroin smuggling, is based in Harlem.

Washington Heights and Above

Area: Washington Heights reaches from 151st Street north to 181st Street, and to the Hudson and Harlem Rivers on both sides of Manhattan Island.

Fort George extends from 181st north to Dyckman.

Inwood, northernmost of Manhattan's neighborhoods, covers all the area north of Dyckman. Last stop on the A subway line.

Description: These quiet, hilly residential neighborhoods seldom figure in adventures.

Landmarks: Dyckman House (Broadway and 204th), the only surviving farmhouse in Manhattan.

The Cloisters, a collection of restored medieval structures imported from Europe and reassembled at Manhattan's highest point. Much of the Metropolitan Museum's collection of medieval art is here, including the famous Unicorn Tapestries and the golden Cup of Antioch.

This overview of Manhattan's neighborhoods omits hundreds, if not thousands, of noteworthy sites. But it indicates how prominent the city has been and remains in finance, the arts, fashion, and cosmopolitan culture.

The following chapter describes some of these notable sites in more detail. Chapters 5 and 6 take different views of the same city: of the typical city street and its inhabitants, and of the murky underworld beneath the streets.

CHAPTER 3: MANHATTAN HOTSPOTS

CENTRAL PARK

OVERVIEW

One of the largest metropolitan parks in the world, Central Park provides a breath of relatively fresh air for Manhattan's citizens. Its 840 acres (about five per cent of Manhattan Island) include beautifully landscaped meadows, reservoirs, sporting fields, a small zoo, and the Metropolitan Museum of Art. (See separate entry later in this chapter.) In the Marvel Universe, Central Park is the battleground in an ongoing war between New York's frogs and rats.

Address: Bounded by 59th Street (south), 110th Street (north), Eighth Avenue (west), and Fifth Avenue (east). The first three are called "Central Park South" or "East" or "West" for the length of the park, but Fifth Avenue remains resolutely Fifth Avenue for its entire length. Grand Army Plaza lies at the southeast corner, and Columbus Circle at the southwest corner. See the fold-up map included in this set.

THE AREA

Central Park is well named, because it occupies almost the exact center of Manhattan Island. The property fronting the park is some of the choicest residential land in the world. Just ask Clint Barton (Hawkeye), who used to live here, or Sersi, who still does.

Art museums and history centers also front the park: the Frick Collection (Fifth Avenue at 70th), the Guggenheim Museum (Fifth at 88th), the American Museum of Natural History and Hayden Planetarium (Eighth Avenue between 77th and 81st Streets), and many others. This section of Fifth Avenue is sometimes called "Museum Mile."

At 890 Fifth Avenue (near 72nd Street) is Maria Stark Park, once the site of Avengers Mansion. The Avengers are now quartered on Avengers Island (formerly called Hydro-Base), off Liberty Island in New York Bay.

On the south side of Central Park

stands the posh Plaza Hotel, where visiting dignitaries or playboy heirs to great wealth often stay. Hotel security is good by conventional standards, but it is not up to dealing with an assault by determined forces. Whether any force would assault it, and why, is up to the Judge (see "Campaign Use," below).

At the corner of 63rd Street and Eighth stands a humbler edifice, the YMCA. Several notable people have stayed here in emergencies or to hide out, most recently Peter Parker's friend Flash Thompson.

DESCRIPTION

The park is 2.4 miles (95 areas) long by almost half a mile (19 areas) wide. Like the Statue of Liberty, it owes its existence to a newspaper crusade, this one by poet and journalist William Cullen Bryant writing in the *New York Post*, starting in 1850.

Along with several other literary and political figures, Bryant urged the city to acquire and landscape what was then a swamp north of the city, inhabited only by squatters and their livestock. After a long fight, the city bought the land in 1856. Frederick Law Olmsted and Calvert Vaux designed the park. The city chased out the squatters, and over a billion tons of earth were moved in the landscaping.

Today more than 80 million people a year visit Central Park, which is an official national landmark. The city government clearly agrees with Olmsted: "It is of great importance as the first real park made in this country—a democratic development of the highest significance and on the success of which, in my opinion, much of the progress of art and aesthetic culture in this country is dependent."

Terrain and Layout

The entire park is surrounded by high stone walls (Excellent strength), but open gates punctuate the walls every few blocks. Four asphalt roads allowing auto traffic cross the park from east to west. The park is closed to vehicles on weekends and at mid-

mornings and evenings on weekdays.

Though photos sometimes make the park look like dense forest throughout, the terrain is rather varied, not to mention rugged. However, all of it is quite beautiful. For a taste of the park's variety, see the next section.

The southern part of the park, bordering the ritziest areas in Manhattan, is by far the most visited section. But above the Receiving Reservoir, around 86th Street, the adjacent neighborhoods grow rougher. Central Park's terrain here has been left almost untouched, making it the most attractive area of the park. However, the crime rate here makes that section dangerous for anyone but a hero.

Speaking of heroes, none figure among the many statues that dot the park. New Yorkers hold some heroes in great respect, but the government decided that enshrining their images in Central Park would present a dangerously tempting target for any villain with a grudge. However, nearby Maria Stark Park includes statues of all the Avengers.

Points of Interest

There are too many of these to cover in this brief overview. Here are a few major features (moving generally from south to north):

The Pond: This lies right by Grand Army Plaza in the park's southeast corner, its most popular entrance. Beyond the pond lies a bird sanctuary with the most photographed pelicans in Manhattan.

The Zoo and the Arsenal: A small zoo has an accompanying children's zoo, a favorite of the Power Pack children. The Arsenal, a Gothic Revival building of gray stone and red brick with octagonal turrets, was built in the 1840s as a weapons storehouse. It has since been a weather station, a police precinct, and the first home of the American Museum of Natural History (now on Central Park West between 77th and 81st Streets). The Arsenal now houses the New York City Parks and Recreation Dept.

Chess and Checker House: This building, which is exactly as it sounds,

shows that park planners have not neglected sedentary leisure pursuits. Lots of old guys sit at checkerboards taking on all comers. Sometimes this means more than they bargained for; see the Central Park scenario in the *Adventure Book*.

Across a path stands the Dairy, a restored Victorian Gothic building that houses the park's Visitor Information Center. Nearby is a merry-go-round, the Friedsam Memorial Carousel.

Sheep Meadow: The finest open expanse in the park, so named because sheep grazed here as late as 1934. On this grassy meadow Frank Castle and his family were picnicking when they got caught between warring gangs. Castle's family died in the crossfire. Grief-stricken and vengeful, Castle took on his vigilante identity, the Punisher.

The Mall: The only formal section of the park, this is a straight avenue lined with elms and with busts of famous authors and composers. It leads to a bandshell where orchestras play free concerts in summer, and to Bethesda Fountain, the park's first sculpture.

Strawberry Fields: On the park's west side, this garden commemorates slain songwriter/entertainer John Lennon, whose last home was nearby.

The Lake: The visitor soon notices a certain generic quality to the names given to Central Park's features. The Lake features boating in summer. Nearby is the Conservatory Pond, and beyond it stand statues of Hans Christian Andersen and, perhaps the most notable sculpture in the park, Alice in Wonderland.

The Ramble: A hilly forest with winding footpaths.

Shakespeare Garden: Planned to include every plant mentioned in the bard's work. Nearby stands the Delacorte Theater, where the "Shakespeare in the Park" festival is staged each summer.

Great Lawn: This grassy expanse was once the city's original reservoir, dug in 1862. Later drained, it became a refuge for the homeless during the Great Depression. Now baseball and football teams play here, and the Metropolitan Opera and New York Philharmonic perform summer concerts.

Obelisk ("Cleopatra's Needle"): Egypt's Khedive Ismail Pasha donated this monument to the city in

1880. It was installed in the park, at (what was remarked at the time) "the worst place within the city for getting an obelisk to." Despite its nickname, the sculpture comes from Heliopolis, predates Cleopatra by five or ten centuries, and has no historical association with her.

The obelisk is made of pink granite (Excellent material, although any damage at all would ruin it as a monument). It is 77 feet tall and weighs 200 tons (Shift-X strength to lift). Badly weathered hieroglyphics tell of the reigns of ancient Egyptian pharaohs.

Metropolitan Museum of Art: See Hotspot entry in this chapter.

Receiving Reservoir: This great body of water, occupying a fourth of the park's area, is surrounded by pleasant foot and bicycle paths. The water is cold but not deep. To the north are tennis and handball courts.

Beneath the gatehouse on the southern shore live the frogs of Central Park (see below). Under the gatehouse, a frog-sized passage leads far beneath the ground, down to the Morlock Tunnels. (See Chapter 6, "Underground Manhattan.")

North of the Reservoir: This part of the park has mainly been left to nature—and to muggers and gangs (it borders on Harlem and East Harlem). But points of note in these reaches include the North Meadow and East Meadow, the attractive Conservatory Gardens, Great Hill, The Pool, The Loch (generic naming again), and a pond called Harlem Meer.

Throughout the park are many comfort stations, hot-dog stands and cafes, and lots of tracks for strollers, joggers, bicyclers, and horse-drawn cabs.

NPCs

Thousands of people crowd into Central Park every day: strollers, sports enthusiasts, sunbathers, nannies and their children, office workers taking an open-air lunch, boaters, kite fliers, cyclists, and people watchers. The people watchers sometimes see very unusual people; for example, Captain America regularly jogs through the park.

But there are more residents in Central Park than just the humans.

Puddlegulp, Gullywhump, Bugeye, Princess Greensong, Dewlap

Frogs

F A S E R I P
Fe Pr Fe Pr Pr Ty Ty

Health: 12

Karma: 16

Resources: Feeble(2) Popularity: 0

It is not clear why the park's frogs and rats are at war, nor how long the conflict has raged. All that is known is that the rats are definitely the aggressors against the peace-loving frogs.

The general public remains unaware of the struggle. But circumstances detailed below have brought two different members of New York's super-human community into the thick of the war.

The Mighty Thor fended off a rat attack on the frogs and foiled the rats' plan to poison the Receiving Reservoir. But he was too late to prevent the rats from killing the frog king, Glugwort, in a treacherous attack.

Though the frogs offered Thor the kingship and the hand (er, foot) of Princess Greensong, he refused this honor. The new frog ruler is unknown.

One frog, Puddlegulp, was once a human. "Got on the wrong side of a fortune-teller in the Village," he explained, "and she turned out to be more genuine than the usual article." But Puddlegulp enjoys life as a frog and has no desire to return to humanity.

Appearance: They look like frogs.

Talents: Jumping, swimming, croaking.

Typical Dialogue: "Welcome, stranger. Haven't seen you around the pond. Where'd you hop in from?"

Story Function: Allies for transformed heroes, or information sources about the park for those who can talk to animals.

Southside, Ratso, Rizzo

Rats

F A S E R I P
Pr Gd Fe Ty Pr Pr Fe

Health: 22

Karma: 10

Resources: Feeble(2) Popularity: 0

Southside leads the remnants of Central Park's rat gang. Evidently all other rats are named either "Ratso" or "Rizzo." Perhaps these designate males and females. If not, it is unclear how the rats tell one another apart, but perhaps among rats this is not important.

They are all pretty nasty. The rats

broke into a park ranger's warehouse and took a garbage bag full of rat poison. They intended to dump it in the Reservoir to kill the frogs—not to mention a lot of people in Manhattan. Thor, in frog form, lured alligators from the Morlock Tunnels to decimate the rat population. Then Piper, one of the mutant Morlocks, lured most of the remaining rats down underground, no doubt as a continuing supply of alligator food.

Appearance: Small, gray, furry, naked gray tail, beady black eyes.

Talents: Running (as if Endurance were Good), biting, hiding.

Typical Dialogue: "Get 'em, gang! Show the slimy creeps we mean business!"

Story Function: Small-scale villains to oppose the frogs and their allies.

The Mighty Thor

In frog form

F GD (10) Health: 44
A GD (10)
S PR (4) Karma: 76
E EX (20)
R TY (6) Resources: FE(2)
I EX (20)
P AM (50) Popularity: 0

Thor's evil half-brother, Loki, turned Thor into a frog as part of a plot to rule Asgard, home of the gods. But though far weaker than in his human form, Thor was still quite powerful by frog standards. He fell into the struggle between the frogs and rats and proved decisive in winning a great battle for the frogs.

In frog form Thor eventually recovered his enchanted Uru hammer, Mjolnir, and managed to lift it. By doing so he gained "the power of Thor," returned to normal size and power (though he still looked much like a frog), and eventually reversed Loki's enchantment.

Appearance: The biggest green bullfrog anybody had ever seen.

Known Powers: Thor's Body Armor, usually Excellent in human form, was Poor in frog form. Thor could not control his Uru hammer, Mjolnir, in frog form, but he was still able to lift it. Thor had no weapon talents in frog form.

Doctor Strange

In rat form

F PR (4) Health: 22
A GD (10)
S FE (2) Karma: 185
E TY (6)
R GD (10) Resources: FE(2)
I MN (75)
P UN (100) Popularity: 0

When the dimensional conqueror Dormammu took over Doctor Strange's body, the Sorcerer Supreme fled in astral form. To escape magical detection, Strange was forced to hide in the body of a rat. In this form Strange infiltrated his Sanctum Sanctorum and retrieved his talismans of power. Aided by the sorceress Clea and the empath Topaz, Strange drove Dormammu away and re-entered his body.

Appearance: As an ordinary rat (female, as it turned out).

Known Powers: In rat form Strange did not dare display magical powers, lest he alert Dormammu to his whereabouts. But in the final confrontation with the Dread One, Strange used his magical talismans with customary skill. Therefore, he probably retained most or all of his magical powers in rat form.

CRIMES

Central Park is notorious nationwide for its crime rate, especially after dark and especially in the north, in the sections bordering Harlem. Muggings, stabbings, and purse-snatchings are routine. Vandalism is common. Gangs fight their battles there, as Frank Castle (the Punisher) can testify.

A hero on patrol or just wandering through Central Park is as likely as not to encounter some thug beating up a wino—or a young kid trying to join a gang by stealing an old lady's purse—or teenagers feeding poison to zoo animals. Sometimes one wonders whether the zoo cages hold the right occupants.

The reservoirs in Central Park present a temptation to any madman who feels like poisoning a lot of people at once. Even the rats have tried this.

Central Park features other hazards, as well. Small companies on 89th Street rent horses by the half-

hour. Gunshots or an automobile backfire can send these mounts stampeding, with their riders holding on for dear life. This gives passing PC heroes a chance to do a good deed and pick up a little Karma. And who knows? Perhaps the person rescued proves to be a valuable connection for the PCs to know, or can lead them into a scenario.

CAMPAIGN USE

Manhattan: Most heroes need to relax. If they can't make the long trip out to Coney Island (see previous chapter), the Judge can set them in Central Park to enjoy the scenery, role-play, and meet NPC romantic interests. Then liven the scenario with an ordinary mugging or attempt at vandalism. Foiling petty crimes lets players show off in a relaxed mood.

Heroes strolling in Central Park can be handy witnesses to a kidnapping, museum robbery, or mass destruction taking place in the ritzy establishments on the park's fringes. The Plaza Hotel may hold a visiting ambassador who is being kidnapped. Someone is robbing a museum or rich man's mansion. A stranded alien invades the Hayden Planetarium, trying to find a way to phone home.

If they are visiting the park in their secret identities, the heroes may be delayed getting to the scene of the crime while they switch into costume. The Judge may indulge in a few sadistic jabs at the player, describing the chaos at the crime scene while the hero pulls off his tie and shoves on his mask.

For a really offbeat adventure, turn the heroes into frogs or rats and put them in the middle of the ongoing war!

Other Cities: Central Park is not the largest park in the world; it's actually around 15th. Several other American cities have equivalent green areas, notably San Francisco's Golden Gate Park. Heroes in any campaign can go to the park.

THE DAILY BUGLE

OVERVIEW

This is Manhattan's largest newspaper, with a circulation of five million. It employs reporter Ben Urich, a confidante of Daredevil, and freelance photographer Peter Parker. Publisher J. Jonah Jameson is the sworn opponent of all super-human heroes, especially Spider-Man.

Address: 39th Street and Second Avenue.

THE AREA

The *Bugle* building is in Midtown. For more information, see "The Financial District" later in this section.

DESCRIPTION

A few years ago, Jameson bought a 46-story office complex in Midtown called the Goodman Building. Jameson renamed it the Daily Bugle Building and relocated the paper's entire operations there. The *Daily Bugle* logo stands on the building's roof in letters thirty feet tall.

Some New Yorkers speculate that Jameson insisted on buying the Goodman because it is one story taller than the headquarters of the *Bugle's* arch-rival, the *Daily Globe*. In fairness to Jameson, though, the Goodman was one of the few skyscrapers with sub-basement facilities large enough to contain the huge *Bugle* newspaper presses.

The *Bugle* itself occupies only three floors of offices and the two sub-basements. The rest are leased. The City Room is on the 17th floor, Layout and Production are on the 18th, and Jameson's executive suite and meeting rooms are on the top (46th) floor.

The City Room

The 17th-floor City Room is the nerve center of the operation. Here are the reporters' desks, editors' offices, darkroom, and the file room or "morgue." See the map on the inside cover of the *Adventure Book*.

Most of the floor is one large open room with two rows of reporters' desks. These are mainly heavy Army-surplus monsters made of strong steel (Good material strength, Excellent

strength to lift). But a few of the older desks are wood (Typical strength)—Jameson can't bear to throw anything out.

Each desk has a computer terminal linked to the mainframe on the 18th floor. Terminals weigh 20 pounds and take Feeble damage before breaking. Some desks have adjacent file cabinets loaded with copy. These are ordinary sheet metal (Good strength), weigh about 200 pounds apiece, and are locked with simple cylinder locks (+1 CS on attempts to pick them).

Small private offices and file rooms line the north and south walls of the City Room. The City Editor's office is in the center of the north wall, and the Editor-in-Chief's office lies opposite it on the south wall. The southwest corner holds the conference room where the editors decide what stories go in the paper each day. Office walls are thin wood (Typical strength) with large glass windows (Feeble strength). Furniture is like that in the main City Room.

The darkroom complex is near the northeast corner of the floor. Here news photos are developed and printed with advanced equipment. The equipment is heavy but fragile (Typical damage before it breaks).

By day the City Room is brightly lighted by overhead fluorescents and large picture windows. Dozens of reporters, editors, production people, and copy boys run around, especially just before deadlines (2 AM for morning editions, 2 PM for the evening edition).

At night, with the Venetian blinds drawn and (after 2 AM) the overhead lights out, the City Room takes on an eerie, expressionistic appearance. Hardly anyone is around after the morning edition has been put to bed, except reporters working late on stories.

The Presses

The gigantic presses fill the building's entire basement. The rollers are 12 feet wide and 6 feet in diameter. They are built of solid steel (Amazing material strength), weigh about 4 tons apiece (Incredible strength to lift), and

do Amazing damage to anything caught between them.

A control panel along one wall holds regulator dials, gauges, and one big red button that starts the presses rolling. There is also an emergency cutoff lever. Flipping the lever stops the presses immediately.

Other huge machines attached to the presses cut the printed paper into newspaper-sized sheets, collate them into finished copies, and fold the copies and bind them into stacks with string, for distribution around the city.

Stacked along the walls and in storage rooms are huge rolls of paper, the same size as the press rollers but weighing about 750 pounds (Remarkable strength to lift). Fifty-gallon steel drums of ink stand in stacks alongside the paper rolls. These drums weigh 400 pounds each (Good strength to lift) and are made of thin iron (Good strength). The ink is thick sludge that can be flung in a blinding attack. Ink is usually black, but a few drums hold other colors.

At any time except after the morning edition is gone, there are usually 15 to 20 ink-smeared press operators on hand. Technically, less than a dozen are needed to run the presses, but union featherbedding accounts for the surplus. The operators are normal people with Typical abilities.

The high-ceilinged room is brightly lighted with fluorescents. The presses make a tremendous noise when running. The whole room is filled with the pungent odor of ink.

J. Jonah Jameson stands here each evening to watch the presses start rolling. "Big, greasy, beautiful monsters," he says. "They're our voices. They let us give the news to five million souls—old, young, good, bad, angry, sad, and happy—the whole teeming city.

"The folks of New York: they may foul up a hundred times a year . . . but not because they don't know what's happening. We tell 'em . . . through our presses. I never get over loving this moment."

NPCs

J. Jonah Jameson

Publisher

F A S E R I P
Pr Ty Ty Ty Ty Ty Ty

Health: 22 Karma: 22

Resources: Excellent(20)Popularity: 7

Jameson started as a stringer for the *Bugle* during the Depression, while still in high school. Through hard work and talent, he rose to become its editor and publisher. He has earned a reputation for fairness, shown great leadership ability, and has crusaded selflessly for many just causes. But Jameson is a petty man at heart, and his secret envy of costumed heroes forces him to editorialize against them constantly.

Such is Jameson's obsessive hatred of Spider-Man that Jameson bankrolled the creation of the villainous Scorpion to defeat the wall-crawler. When the public found out, the scandal forced Jonah to resign his editorship. But he still exercises a firm hand as publisher, he edits *NOW Magazine*, and he is still devoted to the news.

The villainous master of disguise called the Chameleon recently impersonated Jameson and used his paper to do even more damage to Spider-Man. But since the wall-crawler defeated the Chameleon, Jameson is back in control.

Jameson is married to Dr. Marla Madison and has a grown son, former astronaut John Jameson. Neither of them shares Jameson's hatred of Spider-Man. John Jameson has recently gone to work for the Avengers.

Appearance: Black crewcut hair (white at temples), tiny black mustache, expensive suits worn sloppily. Always smokes smelly cigars.

Talents: Jameson has Remarkable Reason in matters concerning the news, scandals, cover-ups, and investigations.

Typical Dialogue: "Those blasted super freaks aren't going to ruin my city! I'll see them all in jail first!"

Story Function: When a PC hero's life is going too smoothly, the Judge can produce a fulminating Jameson editorial to cut him or her down to size in the public's estimation. Jameson can be a reluctant ally in publicizing criminal activity—provided the allegations are backed up with evidence.

Joe "Robbie" Robertson

Former editor-in-chief

F A S E R I P
Ty Ty Ty Ty Ty Ty Gd

Health: 24 Karma: 22

Resources: Poor(4) Popularity: -1

Robertson was Jameson's city editor for many years, then took over the chief editorial position when Jameson resigned. Robbie fulfilled his duties well for many years, earning the respect of all who knew him.

But Robertson's life turned sour when a Pennsylvania court convicted him of misprision of a felony—concealing information regarding a 20-year-old Philadelphia murder by Lonnie Lincoln, the mob hit man called Tombstone. A municipal judge, frustrated by many reporters who would not reveal their information sources, decided to make an example out of Robertson. Robbie got three years in prison.

In an upstate penitentiary Robbie was befriended by a convict nicknamed "Bruiser." Bruiser eventually broke out of jail and hauled Robbie along. Then Bruiser died. Robertson is now alone, on the lam, and searching desperately for evidence to clear his name.

His post at the *Bugle* remains officially vacant, but Jonah Jameson has resumed his duties as de facto editor-in-chief.

Robertson has a wife, Martha, one son, Randy, and a daughter-in-law, Amanda.

Appearance: Tall and solidly built, with prematurely white hair cut very short. A young 44. Smokes a pipe. Has acquired a haggard, hunted look since his legal troubles began.

Talents: Management, investigative reporting, applied psychology.

Story Function: Robertson might seek out PC heroes to enlist their aid in finding evidence to exonerate him.



Ben Urich

City reporter

F A S E R I P
Pr Ty Pr Ty Gd Gd Pr

Health: 20

Karma: 24

Resources: Good(10) Popularity: 8

One of the paper's best reporters, Urich has Excellent Reason involving events in the city, particularly criminal events. He figured out Daredevil's secret identity, and has aided and supported Daredevil many times. Daredevil has saved Urich's life just as often. Urich keeps his secret faithfully. Urich is happily married to Doris Urich and smokes too many cigarettes.

Appearance: Fortyish. Average height. Pale, extremely thin, long face, thick spectacles, sloppy dress. Tie never tied right. Coughs, smells of tobacco.

Story Function: The all-purpose city reporter, whenever the Judge needs one in an adventure. Knows where all the bodies are buried.

Betty Brant Leeds

Editor-in-chief's secretary

F A S E R I P
Ty Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Resources: Good(10) Popularity: 0

Betty has always been defined by the men in her life. She was Jameson's secretary while he edited the *Bugle*, and is now Robbie Robertson's secretary. Once an early sweetheart of Peter Parker's, she later married Ned Leeds. When Ned was killed (because he was the villainous Hobgoblin), Betty naturally took the death very hard. She is trying to put together the pieces of her life and establish her own identity.

Appearance: Attractive, late 20s, styled brown hair, prim wardrobe.

Story Function: Betty is a typical romantic interest or hostage.

Phil Fox

Columnist (deceased)

F A S E R I P
Pr Ty Ty Ty Ty Ty Gd Pr

Health: 22

Karma: 20

Resources: Typical(6) Popularity: 0

Phil Fox wrote a daily slice-of-life and gossip column for the *Bugle*. When Luke Cage started out as "Hero For Hire," prior to taking on his Power Man alias, Phil Fox investigated

Cage, found out about Cage's background as an escaped convict, and tried to blackmail the hero. Fox died, though not at Cage's hands, and Power Man's secret remained safe (for a while, at least).

Appearance: Wavy brown hair, pudgy face and build, annoying "friendly" manner that could turn nasty fast.

Talents: Investigation, writing.

Typical Dialogue: "Hey hey, my readers would love to know all about you. And I mean *all*. Maybe you wouldn't like that. Let's talk."

Story Function: Fox is dead, but in a new incarnation the little weasel could try to blackmail any PC hero whose past conceals a dark secret. The flip side of Ben Urich (above), Fox is not a big operator himself, and his tendency to ally with unstable partners works against his own interests.

Other staffers

The *Daily Bugle* employs thousands of workers, and many have shown up in Spider-Man's adventures. *Glory Grant* is Jameson's secretary. She recently became involved in a dangerous romance with Eduardo Lobo, who turned out to be a mutant werewolf.

Other staffers have led slightly less adventurous lives. *Kate Cushing* is the paper's City Editor. *Charlie Snow*, *Joy Mercado*, and *Wendy Thornton* are staff reporters. *Jacob Conover* is a popular daily columnist (Phil Fox's replacement, in fact). *Lance Bannon* is a talented freelance photographer like Peter Parker, and competes with Parker for assignments. *Mack Stennet* is the paper's chief researcher; he can ferret anything out of the newspaper's morgue.

CRIMES

The *Bugle* has figured in several criminal schemes, either as a target or a vehicle.

As a demonstration of power, to be followed by a billion-dollar ransom demand, the criminal madman Doctor Octopus threatened to kill five million people. Octopus intended to contaminate the ink used to print the *Bugle* with a powerful contact poison mixed with DMSO, a chemical that promotes skin absorption of whatever is mixed with it.

Spider-Man foiled Octopus's scheme after a pitched battle above the basement newspaper presses. But did that make Jameson better disposed toward Spider-Man? Noooo. . . (The *Bugle* never dared to print the story, since it might have made readers fear the ink was poisoned after all!)

CAMPAIGN USE

Manhattan: The *Bugle* disseminates adventure information to the player heroes. ("The paper says rare jewels are on display at the museum this month.") On the other hand, Jameson's editorials can make life hard for any super-human vigilante. As a campaign subplot, the Judge can have a columnist from the paper pry into heroes' secrets.

Other Cities: Several large cities have screamer-headline dailies like the *Bugle*, though they are usually less respected and less devoted to true journalism. If the campaign city is not large enough to host a paper with the *Bugle*'s immense resources, the city might have a bureau for a national daily that could serve the same function.



DOCTOR STRANGE'S SANCTUM

OVERVIEW

This dimension's most powerful magician lives in a peculiar building in New York's Greenwich Village. Now officially known as the Stephen Strange Memorial Metaphysical Institution, it remains the Sanctum Sanctorum of the Sorcerer Supreme, Doctor Strange.

THE AREA

Greenwich Village: almost a synonym for individuality and eccentricity. Once Twain, Poe, O. Henry, Henry James, Edward Hopper, and countless other writers, poets, playwrights, nonconformists, and intellectuals lived here, especially in the first decades of this century. It was cheap. In that materialistic time, any pursuit beyond making money was disreputable, and so those in "the Village" were shunned as people one should not know.

After World War I, a lightening intellectual climate made these "bohemians" fashionable. High society moved in to hobnob with the artists; rents rose (they are now among the highest in New York); and artists had to move out. First they went to SoHo, where the cycle repeated. Now they congregate in Tribeca and the "East Village" (Lower East Side).

We live once again in an age of materialism, but this time the rich enjoy associating with the artistic elite. So the cycle seems likely to continue.

The Layout

Greenwich Village once was an actual village outside the city boundaries. Its wagon trails twisted haphazardly. After the American Revolution, it housed the state prison, which became a tourist attraction.

A series of epidemics in the city brought a migration of the well-to-do to the safety of the Village. Huge numbers of refugees arrived during a bad bout of yellow fever in 1822, and suddenly the winding cowpaths became city streets. Greenwich Village streets to this day remain the most bewildering on Manhattan Island. Now that it is has been named a historic district,

they should remain that way.

The Village is a collection of different neighborhoods centered around and west of Washington Square Park. Many of the old houses still survive, bright painted buildings just a few stories tall. But now there are just as many modern apartment blocks, expensive restaurants, pastry shops, movie houses, and fern bars.

By day, lost but happy tourists wander along, looking at art galleries, espresso houses, antique shops, and expensive restaurants. At night the tourists are joined by the fashionable, and by the returning artists, students, and intellectuals. They attend off-Broadway theaters, visit night clubs, and eat at dimly lighted all-night cafes.

The main street in the Village is West 8th, a commercial area. Christopher Street is the center of New York's gay community. And then there is Bleeker Street, an eccentric collection of specialty grocery shops, antique stores, vegetable stalls, Italian restaurants, night spots, and cinemas. And the Stephen Strange Memorial Institute (see below).

Washington Square Park

The heart of the Village, this small rectangular park once served as a "potter's field," a burial ground for paupers and the anonymous. In the 1700s it became popular as a dueling ground and a place of public hangings. A few of the gallows trees still stand. Over 10,000 bodies filled the grounds by 1823, when the militia made it a drill ground.

Four years later, when the surrounding area had become fashionable, the wealthy of New York turned it into a park. Henry James wrote a novel, *Washington Square*, about these aristocrats. The park serves as a gathering place for Villagers, and as unofficial campus for New York University, the largest private university in America (1988 enrollment, over 31,000). Its buildings stand north and south of the park. Empire State University stands nearby; see its entry later in this section.

Here kids skateboard, college students sleep on the grass in pairs,

street musicians play guitars, joggers form almost a solid ring around the square, and dope dealers mumble a litany, "sense-coke-speed-ludes" (sensimillia grass, cocaine, amphetamine, Quaaludes). The park has become rather seedy but, like every public place in New York, it is still crowded with people of all ages, races, creeds, and backgrounds.

The center of the park is Washington Square Arch. Built in 1895, this arch stands 86 feet (6 areas) tall and is 30 feet across. It is made of white marble (Excellent strength) and weighs about 700 tons (Shift-Z strength to lift). Its two statues of George Washington face forthrightly up Fifth Avenue, as though wanting to go shopping.

DESCRIPTION

Doctor Strange's three-story townhouse sits at 177A Bleeker Street, at the corner of Fenno Place. Before Europeans colonized the New World, American Indians used the site for arcane sorcerous rituals. In colonial times pagan cults built a sanctuary there. Over the course of generations it has become a focal point for supernatural energies, and, in fact, the house is widely believed to be haunted. All previous structures on the site mysteriously burned down or were otherwise destroyed. Doctor Strange has had better luck with his Sanctum Sanctorum.

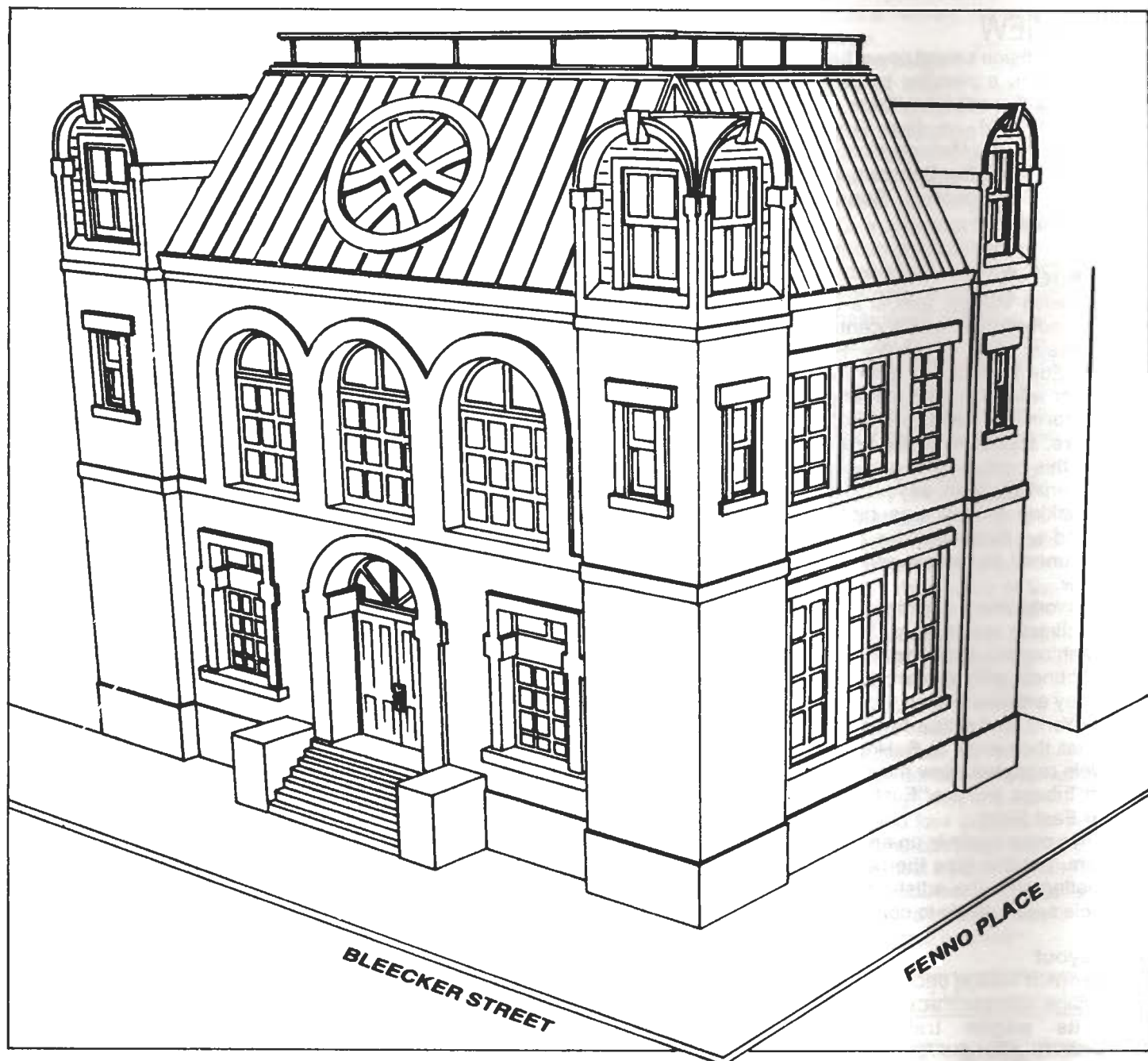
As sometimes happens with such places of power, the Sanctum is much larger inside than outside. Most of its many corridors, chambers, and furnishings change from time to time, bewildering visitors. However, the locations and furnishings of several rooms never change, and Doctor Strange never has difficulty finding his way around.

The "fixed" rooms are these:

Basement: Furnace, laundry room, storage cellar.

First Floor: Foyer, drawing room, library, living room, dining room, kitchen.

Second Floor: Strange's bedchambers, guest quarters, study, Wong's bedchamber.



BASEMENT:
 FURNACE
 LAUNDRY ROOM
 WONG'S STORAGE
 CELLAR

FIRST FLOOR:
 FOYER
 DRAWING ROOM
 LIBRARY
 LIVING ROOM
 DINING ROOM
 WONG'S KITCHEN

SECOND FLOOR:
 STRANGE'S BEDCHAMBERS
 GUEST QUARTERS
 WONG'S BEDCHAMBERS
 STUDY

THIRD FLOOR:
 MEDITATION CHAMBER
 LIBRARY
 STORAGE AREA FOR
 OCCULT ARTIFACTS



Third Floor: Meditation chamber, library, storage area for occult artifacts (now almost empty), Chamber of Shadows (where Strange once kept the Orb of Agamotto).

The distinctive window on the third floor is a skylight above the meditation chamber. The window's four-stroke design is a glyph or rune popularized in this dimension by an ancient Lemurian sect. It represents the harmony of spirit and body, earth and the cosmos.

A spiral staircase leads from the third floor onto the roof.

The building is made of pink Egyptian granite (Excellent strength versus physical attacks, CL1000 versus magical attacks).

An alleyway behind the house leads to a small courtyard out of sight of the street. At least one door from the townhouse leads to the courtyard (though not always the same door). Here Valkyrie tethered her winged horse, Aragorn, when they visited the Sanctum. Valkyrie belonged to the defunct hero group called the Defenders, which has recently reorganized as the Dragon Circle.

Defensive Spells

Doctor Strange exploited the Sanctum's "aura" in the defensive spells he wove in a large sphere around the house. These spells protect with Unearthly ability against magical invasion. Also, because a wizard is always most powerful on his home ground, spells cast within the Sanctum by Doctor Strange or his allies receive +1 CS, to a maximum of Unearthly.

In times past, the Sanctum's protective spells have prevented those outside from detecting anything unusual going on inside it. For example, when Doctor Strange looked out a window while wearing his Cloak of Levitation, the spell made him appear in ordinary street clothes. When he swore by the Vishanti or the Crimson Bands of Cytorrak, an outside eavesdropper would hear only, "Good heavens!" or the like. The intricacy of this illusion makes it very fragile, and Strange has not always maintained this spell on the Sanctum.

DOCTOR STRANGE IN THE VILLAGE

For most of his career, Doctor Strange was known to the general public as an eccentric authority on the occult. Other occult experts knew of his residence in Greenwich Village, but very few knew his role as Sorcerer Supreme.

Then Strange battled with Urthona, an alien from another galaxy in our dimension who challenged him for the title of Sorcerer Supreme. To defeat the evil wizard and save the lives of his friends, Strange was forced to destroy the Orb of Agamotto, the Greater Book of the Vishanti, and his other talismans of power. Urthona escaped with the Darkhold, a supremely evil text that was beyond even Strange's power to destroy. His parting words: "You have broken the bonds on a hundred darknesses by your victory."

The destruction liberated many creatures of dark magic who had been confined through the ages by the talismans' power. These creatures could easily locate Strange in his Sanctum, and some even had means of bypassing his defenses. To protect his friends from this danger, Strange was forced to "go underground."

In an elaborate spell of forgetting, Strange made the world believe he had perished in battle with the Beyonder during the second so-called "secret war." Strange even created a videotape of the funeral ceremony, which was broadcast nationwide on network television. Then he left his home and resumed his onetime alias, Stephen Sanders. The Sanctum Sanctorum is now the Stephen Strange Memorial Metaphysical Institute, a tax-exempt institution.

Strange had to resort to black magic to return the ancient evils to captivity. He was instructed by Kaluu, once the Ancient One's companion early in that sorcerer's career, later a would-be conqueror. Strange became too impure to wield his Eye of Agamotto, and instead relied on a powerful evil artifact called the Wings of Needless Sorrow.

In the succeeding struggle, Doctor Strange lost his left eye (though not permanently), slew the cosmic entity Shuma-Gorath, and died—for the second time. In that death he merged with

the godhead, the pure force of life. This time, as before, he was resurrected.

When he succeeded in recapturing the most dangerous evil ones, Strange returned to his Sanctum and removed the spell of forgetting from the minds of his immediate circle of friends. The world at large, however, still believes him to be dead.

NPCs

Wong

Manservant

F A S E R I P

Ty Ty Ty Gd Ty Ty Gd

Health: 28

Karma: 22

Resources: Good(10) Popularity: 0

Wong comes from a Buddhist order that traditionally supplies manservants to this dimension's Sorcerer Supreme. Hamir the Hermit, the Ancient One's former servant, comes from this order. Wong is unstintingly loyal and devoted to his master, and Strange returns his devotion.

Appearance: 5'6", 130 lbs. Thin, bald Oriental man in his early 30s. Light green housecoat and pants with yellow trim. Subservient, humble manner.

Talents: Cooking, housekeeping, Martial Arts A and E.

Typical Dialogue: "Will you require anything else of me this evening, master?"

Story Function: Wong greets all who visit Doctor Strange's Sanctum. He is frequently endangered by Strange's foes.

Sara Wolfe

Business manager

F A S E R I P

Ty Ty Ty Ty Gd Gd Ex

Health: 24

Karma: 40

Resources: Good(10) Popularity: 0

Wolfe handles Doctor Strange's finances and those of the Institute. She has shown some talent for magic, and is cheerful, friendly, and self-assured.

Appearance: 5'9", 135 lbs. Black hair, black eyes, reddish skin. Attractive Amerind woman. Favors sweaters, jeans, and casual attire.

Talents: Accounting, home finances, small business management. Sara is a sports fan.

Story Function: Much like Wong's.

Rintrah

Alien apprentice sorcerer

F GD (10) Health: 90

A EX (20)

S RM (30) Karma: 90

E RM (30)

R EX (20) Resources: None

I RM (30)

P IN (40) Popularity: 0

When Doctor Strange carelessly allowed his Cloak of Levitation to be destroyed, he took it to an other-dimensional being called Enitharmon the Weaver to be reconstructed. The weaver's apprentice, the huge and monstrous Rintrah, delivered the repaired Cloak during Urthona's attack on Strange. Rintrah remained with Strange to help him battle the alien sorcerer, then to study with him. Rintrah's current whereabouts are unknown.

Appearance: 8'2", 400 lbs. Muscular, hulking humanoid alien with short turquoise fur. Rintrah has cow eyes and bull horns, a snout like a camel, and small tusks. He is very gentle.

Known Powers: Rintrah has so far demonstrated very few powers. As a skilled apprentice, he undoubtedly knows more than the following:

Astral Projection (P). Unearthly ability.

Shield. Individual (P). As Personal Force Field, able to repel magic attacks.

Possession (P). Rintrah and Doctor Strange "traded bodies" during Strange's battle with Urthona. Rintrah's astral form took over Strange's unoccupied body. Rintrah cannot possess a body inhabited by a spirit.

Magic Detection (P). Incredible ability.

Rintrah aided Doctor Strange in casting the spell of forgetfulness. He can lend +2 CS to a more powerful mage in a ritual.

Talents: Rintrah presumably knows the skills involved in creating magical items like the Cloak. He was sufficiently adept to use Strange's Eye of Agamotto, which requires unusual gifts.

Typical Dialogue: "Enitharmon taught me time and again the deep resources that are woven into all life."

Story Function: An unusual ally in a magical adventure. Rintrah would be an offbeat choice to alert the PCs to some magical danger to Doctor Strange.

Topaz

Empath

F PR (4) Health: 26

A TY (6)

S TY (6) Karma: 22

E GD (10)

R GD (10) Resources: Typical(6)

I TY (6)

P TY (6) Popularity: 1

The origin of Topaz's powerful empathy is unrevealed, but she is probably either a mutant or a naturally talented sorceress. During her childhood in India she lived as a street urchin in Punjab, until an evil Indian sorcerer named Taboo recognized her abilities.

Taking her as his "familiar," Taboo raised her to adulthood. All the while he planned to exploit her powers for his own ends. Jack Russell, once known as the Werewolf By Night, foiled Taboo's scheme and rescued Topaz when Taboo died.

Topaz wished to learn more about her powers, and eventually she came to Doctor Strange's Sanctum. There the alien Urthona (see above) used her to attack Strange. But since Urthona's defeat, Strange has helped Topaz master her powers. Topaz now lives in New York City, but her address has not been revealed.

Topaz has strong powers, but has always been easily manipulated by more powerful or less naive magi. She has proven extremely vulnerable to mind control and persuasion. Thus her Intuition and Psyche scores are only Typical.

Appearance: 5'10", 140 lbs. About 22. Beautiful woman with pale skin and white hair. Usually dressed in loose, flowing clothing. Shy, peaceful manner.

Known Powers: Topaz has the following powers at Monstrous ability level: *Healing, Telepathy, Mind Control, Telekinesis* (not for flight or force fields, however), and *Animal Empathy*.

Topaz can use her Healing power on herself. Her power once worked accidentally, in unexplained fashion, to transfer the mind of Jack Russell's stepfather into a mutated monster's body.

Topaz has sworn not to use her powers to kill a living creature.

Story Function: A healer always comes in handy after a tough battle.

Note that Doctor Strange and many otherwise powerful sorcerers have no healing magic.

CRIMES

In general, anything that can penetrate Doctor Strange's Sanctum is pretty much beyond the power of your typical hero. But there are notable exceptions.

One of these was Lucius Dilby, a servant of Doctor Doom and the dread Dormammu. They bestowed great power on him to prepare for a dangerous, still unexplained event called the "Bend Sinister." Part of this preparation involved an attack on Doctor Strange.

Though Dilby succeeded in capturing Strange, the Sorcerer Supreme managed to send out a psychic call for help that alerted none other than Spider-Man. The webslinger tracked Dilby to Strange's Sanctum, then to Central Park. Dilby had brainwashed hundreds of New Yorkers to gain their participation in a bizarre ritual atop the Latvian Embassy. Strange was to be sacrificed on a giant magical crystal.

At the last possible moment, Spider-Man shattered the gem and freed Doctor Strange. Strange was about to neutralize Dilby when Dormammu retrieved his erring servant. Dilby is now trapped, presumably forever, in a tiny copy of his crystal.

CAMPAIGN USE

Manhattan: When the player characters are stumped by magical spells, devices, or entities, a visit to Doctor Strange is in order. Strange (as an NPC) receives such visitors courteously, but customarily avoids revealing much about any magical topic.

Other Cities: A haunted mansion like the Sanctum offers spooky adventure possibilities. The heroes must go in to rescue someone or something. Once inside, the layout shifts every time they turn around! Perhaps the house is haunted by spirits who must be laid to rest, or it is a gateway to another dimension—and another adventure.

EMPIRE STATE BUILDING

OVERVIEW

For many years the tallest building in the world, the Empire State Building remains an imposing architectural landmark and one of the most durable symbols of New York City. It temporarily became the world's tallest building again during the recent "Inferno" crisis, when the structure grew to be over a mile tall. It has since returned to normal with the rest of Manhattan, but it remains an excellent backdrop for adventures.

Address: Fifth Avenue at 34th Street. See the map included in this set.

THE AREA

Midtown Manhattan. For more information, see "The Financial District" later in this chapter.

DESCRIPTION

The Empire State Building's site was the Thompson-Lawton farm until 1827. Then William Backhouse Astor bought it and built a family mansion. In the 1890s Astor's descendants built two posh hotels, eventually joined together as the famous Waldorf-Astoria. When Midtown grew more commercial and industrial, the hotel was closed in 1929 to make way for a new office building.

The building was the brainchild of John Jacob Raskob, who had risen from poverty to become an executive at General Motors. He selected the architectural firm of Shreve, Lamb, and Harmon to produce the building; William Frederick Lamb designed it. Construction began on March 17, 1930, and was completed in a startlingly short time, by March 1, 1931.

To identify his office building strongly with New York (the "Empire State"), Raskob enlisted the aid of former Governor Al Smith. Smith's high profile guaranteed the new Empire State Building plenty of news coverage. Though the building opened in the depths of the Great Depression, it proved an immediate success, and by the 1940s enjoyed 98 percent occupancy.

The building is a masterpiece of Art Deco architecture and is still symbolic of the modern age. It is commemorated in popular culture as the building that King Kong climbed. (Note that King Kong is just as fictional in the Marvel Universe as in our own.)

Statistics

The Empire State Building is 1,250 feet tall, with a 204-foot TV tower that makes the total height 1,454 feet. The building has 86 floors of office space, but adding the tower (equal to 14 stories) and the two sub-basements brings the total to 102 stories, the figure usually quoted.

The building occupies its entire city block. Its lot measures 200 feet (1½ areas) along Fifth Avenue by 425 feet (3 areas) between 33rd and 34th Streets.

The building's volume is 37 million cubic feet. It has just over 2 million square feet of rentable space. It includes 60 miles of water pipe and 3,500 miles of telephone and telegraph wire. There are 6,500 windows. Two million tourists visit its observatory every year.

The building's skeleton of steel girders is clad in Indiana limestone and granite with the mullions of its windows made of stainless steel (Excellent strength). The steel weighs 60,000 tons and the limestone almost as much, so nothing less than CL5000 power could lift it. Just picking up the building by a corner would destroy it, but telekinesis or the like could preserve its structure.

Foundation

The Empire State Building is built on a foundation of bedrock 55 feet (4 areas) down. There are two underground floors, and beneath them are giant air conditioners that cool the entire building with Amazing ability. Shift-X strength can rip these air conditioners loose; merely Unearthly strength is needed to throw them.

Lobby

This is a beautiful entrance hall of gray marble (from Italy, France, Belgium, and Germany), stainless steel,

and glass. The lobby features an exhibit of "The Eight Wonders of the World," opened in 1963. These eight illuminated paintings, by Roy Sparkia and Renee Nemorov, show the Seven Wonders of the Ancient World and, of course, the Eighth Wonder—the Empire State Building.

At the rear of the lobby is a black granite wall with an image of the building inlaid in aluminum, superimposed over a map of New York state. In front of it is a heavy information desk (Remarkable strength to lift and throw).

Elevators

The building has seven miles of elevator shafts and 73 elevators. Most run at 600 feet (40 areas) a minute, while the high-speed elevators that carry tourists to the 86th Floor Observatory run at twice that speed (80 areas/minute). Judges can let the elevators run faster if a non-flying hero needs to reach the top in a hurry.

To reach the 102nd floor, tourists must switch at the 86th floor. No single elevator runs the entire height of the building. (Judges can also be lenient on this point, if there is dire need.)

In case the elevators aren't working, there are 1,860 steps from ground level to the 102nd floor.

86th Floor

The Empire State Company charges admission to go to the observatory on the 86th floor. Elevator tickets are available for a few dollars from an office in the basement.

The observatory has a glass-enclosed area that is temperature-controlled and an outdoor promenade which goes around all four sides of the building. From this altitude visitors can see 40 miles when the skies are clear.

The promenade is surrounded by tall wire fences of Good strength. Since the building rises in a series of steps, or "setbacks," anything (or anyone) falling from the observatory would strike one of the lower setbacks before hitting the street. The lowest setback, above the 5th floor, is 60 feet (½ area) wide.

The 86th floor also includes a snack



bar, souvenir counters, and vending machines (Remarkable strength to lift and throw). Assume all counters to be Good strength. A booth rents high-power binoculars (Amazing ability) to visitors.

The atmospheric conditions at this height sometimes produce static electricity. Touching someone can give a tiny electric shock.

102nd Floor

This observatory is completely enclosed. At its height of 1,250 feet (102 areas), visibility is 80 miles in clear weather.

At this altitude, viewers sometimes see snow or rain, blown by wind currents from the street below, falling up!

Communications Tower

This was originally meant as a mooring mast for dirigibles. This proved too dangerous, presumably because of high winds. In any case, airships went out of fashion abruptly after the *Hindenburg* exploded in New Jersey in 1937. The tower has never been used as a mast.

The Communications Transmission Center, a radio and TV antenna, was added much later. Three metropolitan TV stations transmitting from here reach eight million TV sets in four states. Fifteen FM radio stations broadcast simultaneously from the Master FM Antenna. In addition, the tower hosts many other radio and microwave broadcast facilities.

Lighting

The upper 30 floors of the building are lighted every night from sunset to midnight. Floodlights are located on the various building setbacks.

Usually the building is lit in white, but special events are marked by appropriate color schemes:

Valentine's Day—red and white;

Washington's Birthday, Independence Day—red, white, and blue;

St. Patrick's Day—green;

Columbus Day—red, white, and green (national colors of Italy, Columbus's homeland); and

Christmas to New Year's—red and green.

The building's color scheme also changes to commemorate special events, such as when one of New York's baseball teams wins the World Series or

the city survives some spectacular threat by super-human villains.

THE EMPIRE STATE BUILDING IN "INFERNO"

The most recent spectacular threat the city survived was never commemorated in the Empire State Building. This is ironic, since this building was the crux of the entire crisis.

During the "Inferno" that took over Manhattan, the building grew to be over a mile high. The demons of Limbo caused this to happen when they were attempting to open a permanent gate between their home and Earth. (For more about the background and resolution of Inferno, see the *Adventure Book*.)

In this crisis the Empire State Building grew to a height of 5,400 feet (360 areas). Interior and exterior walls turned pale green or grew red crusts of unknown but repellent nature. These looked like demonic faces, and some of these faces actually were demons. Walls gained Monstrous material strength.

All mechanical devices inside the building became demonically possessed and hostile to human beings. Elevator cabs possessed their passengers; phones wrapped their cords around callers' necks; doughnut carts pursued victims through the halls, while coffee machines squirted scalding liquid and laughed maniacally.

The top of the building mushroomed into a rocky plateau, with terrain identical to Limbo's. This plateau measured 44 yards on a side (1 area square), but mountainous outcroppings behind the plateau added another 3 areas to the total.

When the X-Men, X-Factor, and the New Mutants succeeded in closing the gateway to Limbo, all traces of Inferno's effect on Manhattan vanished. The Empire State Building returned to its normal size. Citizens of New York do not remember the crisis.

CRIMES

A master villain who wants to broadcast threats or ransom demands to a wide audience could do a lot worse

than to take over the Empire State Building's communications tower. A Judge wouldn't have to worry about alerting the heroes to this peril, since everyone in four states would know about it as soon as the villain began broadcasting demands.

The villain would probably shut down or sabotage the elevators, making entry to the communications tower difficult for non-flying heroes. And fliers would have to face artillery, death rays, and so on from agents on the observatory promenade.

A B-25 Mitchell bomber crashed into the 79th floor of the Empire State Building on July 28, 1945. That was a Saturday, so few people were in the building, and no lives except those of the crew were lost. This crash was an accident, of course, but a madman with a private plane could re-create the event, committing suicide in spectacular fashion.

A schoolchild's legend has it that if one drops a penny from the top of the Empire State Building, the coin gains enough velocity to kill anyone it hits at ground level. Possibly so, but the setbacks would prevent the penny from hitting the street. Still, a hero on the observatory promenade might see a vandal throw a heavy object far away from the building. Then the choice becomes catching the mischief-maker or catching the object before it hits.

And, of course, there are always villains who like to blow up prominent landmarks. The likely place for a really large bomb would be the air conditioners beneath the basement levels.

CAMPAIGN USE

Manhattan: The Empire State Building serves best as a characteristic backdrop for a slugfest. Be sure to carry the fight as high off the ground as possible, and take care that some of the PC heroes can fly—so they can catch falling heroes who don't.

Other Cities: Some other major cities have skyscrapers almost as tall as the Empire State, and one of these (the Sears Tower in Chicago) is even taller. But any city's tallest building can fulfill the same plot functions, even if it isn't as stratospheric as this one.

EMPIRE STATE UNIVERSITY

OVERVIEW

This is one of many small universities in Manhattan. Peter Parker (Spider-Man) attends college here as a teaching assistant and graduate student in Biophysics.

Address: Southern Manhattan, on the block bounded by Lafayette Street (west) and the Bowery (east), and by Great Jones Street (north) and Bond Street (south).

THE AREA

The East Village, so called because it is the eastern part of Greenwich Village, became an artists' hangout after Greenwich Village proper became *fashionable* as an artists' hangout. Its atmosphere closely resembles that of the Village itself. See Chapter 2 and the Hotspot entry for "Doctor Strange's Sanctum" above for more information.

DESCRIPTION

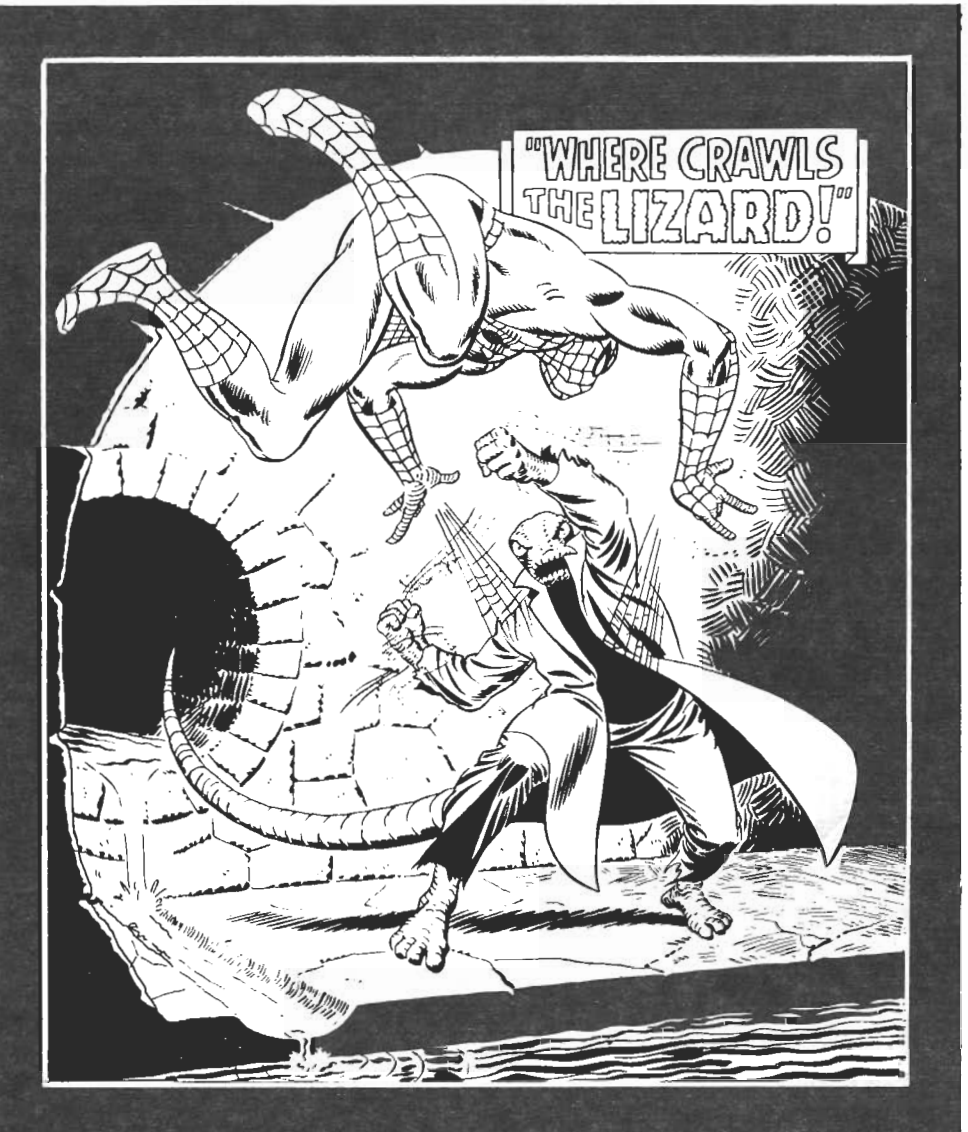
Empire State University, founded in 1946, is an accredited institution that awards both four-year and graduate degrees. As of last fall it had 4,778 students enrolled and 292 members of the faculty or staff. Small by New York standards, ESU achieves a reputation far in excess of its size. Graduates include Reed Richards and Ben Grimm of the Fantastic Four. Victor von Doom attended, but dropped out before graduation.

The university is independent of city affiliation, unlike City College of New York (Convent and 138th in Harlem), and of the state, unlike nearby New York University (Washington Square in Greenwich Village).

Empire State's funding derives from alumni donations, research grants, and tuition fees. Significant funding comes from the basic medical patents derived from the work of Dr. Curt Connors and other faculty researchers.

The Campus

A ten-foot-high brick wall surrounds the grounds. Of Good strength, the wall is intended primarily to prevent distractions for students studying in-



side. There are four 15-foot-wide entrances, one in the middle of each block. These have no gates, but over each is a wrought-iron arch (Excellent strength) reading "ESU."

In the campus area, green with smog-resistant grass, stands a central fountain of Excellent concrete. Seven low buildings in a variety of architectural styles are arrayed around the fountain.

To the right of the main (Bond Street) entrance stands the old Science Building (Curt Connors' office is here), and beyond it is the modern Physics Building where Peter Parker studies.

Continuing counterclockwise around the fountain, next comes the

Humanities Building, then the library (80,000 volumes), a track and two tennis courts, a gymnasium, and an art school.

Unlike other universities in Manhattan, Empire State offers student living space on campus. The dormitory, a featureless glass box in the modern style, houses several hundred students from out of state. Resident students commute onto campus via nearby bus and subway lines.

NPCs

Several people at ESU have had brushes with the super-human community.



AS PETE'S HORIZONS EXPAND, SO DOES HIS SUPPORTING CAST. HERE ARE JUST SOME OF THE FOLKS YOU'LL BE GETTING ACQUAINTED WITH IN THE MONTHS TO COME!

One professor, Dr. Curt Connors, has had a criminal career as the inhuman Lizard. (See the Judge's Book, p. 48, in the Advanced Set for his statistics.)

A student, Hector Ayala, briefly became New York's first Puerto Rican hero, the White Tiger. (See MHAC7, *Concrete Jungle*, for his statistics.)

Another student, Peter Parker's fellow graduate student Steve Hopkins, experimented with super-villainy by riding a rocket-powered skateboard and calling himself Rocket Racer. Spider-Man stopped him, Hopkins reformed, and now he occasionally aids Spider-Man whether the webslinger likes it or not.

Dr. Morris Sloan

Biophysics department chairman

F A S E R I P

Pr Ty Ty Ty Ex Gd Ty

Health: 22 Karma: 36

Resources: Good(10) Popularity: 0

Sloan is a rather gruff, well-dressed man in his early 60s.

Eugene "Flash" Thompson

Student, part-time boxing instructor

F A S E R I P

Gd Gd Ty Gd Ty Ty Ty

Health: 36 Karma: 18

Resources: Poor(4) Popularity: 0

Once the bane of Peter Parker's life when the two went to Midvale High, Flash has become Peter's loyal friend. He attends ESU on an athletics scholarship.

To make ends meet, he teaches boxing at a gym on the Lower East Side.

Peter Parker's fellow grad students

F A S E R I P

Ty Ty Ty Ty Gd Gd Ty

Health: 24 Karma: 26

Resources: Typical(6) Popularity: 0

In addition to Steve Hopkins (see above), two other graduate students, Marcy Kane and Phil Chang, share an office with Peter Parker in the Biophysics Department. Each has a semi-private cubicle (walls of Feeble strength). The office also features a

remote computer terminal hooked into ESU's Computing Center in the basement of the Physics Building.

Department secretary Debbie Whitman, a thin, neurotic blond, once dated Peter before his marriage to Mary Jane Watson.

CAMPAIGN USE

Manhattan: PC heroes might attend the university like Peter Parker or have friends who do. Faced with a tough scientific problem or the need for a high-tech gadget, heroes could consult with ESU's professors or use its laboratories.

Various university departments bring notables from around the world to visit, consult, or perform. These celebrities can become hostages in a villain's plot or turn out to be villains themselves.

Other Cities: This description could serve for a small community college or junior college near the campaign city's downtown area.



THE FINANCIAL DISTRICT

OVERVIEW

Scholars of culture say the highest buildings in any society indicate what that culture considers most important. In ancient times, the tallest buildings were temples of religion; in 18th-century Europe, Enlightenment architects built towering universities. In Washington, DC, by law, no building can be taller than the Capitol.

In New York City, as in most modern cities, the tallest buildings are the gigantic skyscrapers dedicated to banking, finance, and corporate industry—to money. This is the Financial District.

THE AREA

In reality, almost the entire lower half of Manhattan Island constitutes a financial district. Skyscrapers crowd up from every block, and titanic amounts of money change hands in thousands of businesses. But the principal Financial District areas are in extreme lower Manhattan, in the Wall Street, White Hall, and Lower Broadway districts (see Chapter 2). Here one finds the giants of industry, the multinational corporations, multibillion-dollar banks, worldwide trade and transport companies, and nearly every blue-chip company on the New York Stock Exchange, as well as the Stock Exchange itself.

More of the same kinds of businesses loom over Lexington, Park, Madison, and Fifth Avenues and the Avenue of the Americas. Long lines of skyscrapers stand along these routes north to Midtown.

This section details some of the most prominent businesses in these areas, especially those unique to the Marvel Universe. Many of the buildings mentioned are mapped on the Midtown West and Midtown East fold-up maps that come with this boxed set.

General Description

Everywhere in this area, except in the occasional plaza or park, skyscrapers block the sun throughout the day. In those shaded streets business-

men in Dress-For-Success navy suits and businesswomen in the female counterparts hustle along wide sidewalks. At lunch hour the crowds get so thick they stop traffic. At rush hour it gets even worse. But on weekends, the streets are deserted.

Unless otherwise mentioned below, the skyscrapers that house the following businesses all have the same material strengths. Walls are thin stone (Excellent strength) over steel girders (Amazing strength).

Windows are Feeble strength. Note that their glass is not shatterproof. Should a major earthquake ever strike Manhattan, the Financial District's streets would be buried in broken glass to a depth of three feet.

NEW YORK STOCK EXCHANGE

Address: Corner of Wall Street and Broad Street.

Most people know Wall Street got its name because in early colonial

times citizens built a wall there to protect against Indian attacks. Less often told is that the wall gave little protection. Citizens regularly stole planks from the wall to build or heat their homes. The same mentality of greed permeates Wall Street to this day.

At the New York Stock Exchange, over 1,350 members trade shares, or portions of ownership, in over 1,500 major companies. Companies traded include Roxxon, Stane International, Shaw Industries, Frost International, Metrobank, and Fireheart Enterprises.

The building, dating from 1903, is 17 stories tall. On the ground floor the members bustle around a few large carrels (wood, Typical strength) where clerks process their buy and sell orders. Electronic displays (Feeble strength) around the walls display stock prices.

Trading hours run from 9:30 AM to 4:30 PM Eastern Time.

A visitors' gallery and information center on the third floor overlooks the trading floor, separated by thick glass (Poor strength).

BANKS

Prominent among the many banks in the Financial District is the Chase Manhattan Bank in the Wall Street area.

Address: The block bounded by Pine, William, Nassau, and Liberty Streets, the most expensive 2½ acres in the world.

The plain rectangular skyscraper has 65 stories, including five basements, and is 813 feet tall. Its foundations extend 90 feet down. Six thousand people work here. The bank itself occupies the five basements, the first 35 floors, and the top floor.

In the bottom basement sits a bank vault larger than a football field. The vault weighs 985 tons (Shift-Z strength to lift) and has six doors, each titanium steel almost two feet thick (Monstrous strength). Four doors weigh 45 tons each, the other two a mere 30 tons apiece (Amazing strength to lift).

The first floor includes a concourse



that curves around a Japanese sunken garden.

An open plaza occupies most of the block to the south of the building. A modern sculpture called *Group of Four Trees* stands here. It takes Unearthly ability to discern anything tree-like about this sculpture.

Frost International

On the 50th floor of the Chase Manhattan is the Manhattan headquarters of Frost International, a huge corporation specializing in transportation and electronics. On her visits to New York, chairperson Emma Frost stays in her quarters in Hellfire Club Mansion on the Upper East Side. Frost is the club's White Queen. See the "Hellfire Club Mansion" entry.

The Federal Reserve

Across Liberty Street from the Chase Manhattan building stands the Federal Reserve Bank of New York. In this 14-story building the US Government stores the gold reserves of 80 foreign nations, amounting to 351 million ounces worth nearly \$15 billion. Vaults 80 feet underground protect the gold.

Managers here boast that no super-powered villain has ever succeeded in stealing this gold. For many villains, the gold may not be desirable because anyone who stole it would become the target of the biggest manhunt in history. Furthermore, the loss of the gold might trigger economic collapse around the world, and the gold could then be so much worthless metal.

WORLD TRADE CENTER

Address: An enormous complex near the southern tip of Manhattan on the west side, bounded by Vesey Street (north), Liberty Street (south), Trinity Place (aka Church Street, east), and West Street (appropriately enough, west). Their addresses are simply "1 and 2 World Trade Center."

Description

The 16-acre site of the World Trade Center, opened in 1970, holds seven buildings dedicated to international trade. Fifty thousand importers, exporters, brokers, manufacturers, ship- pers, and customs agents work here.

Another 80,000 businesspeople and tourists visit every day. This is the world's major center of international commerce.

The Twin Towers are two 110-story (110-area) buildings, at 1,350 feet the tallest in Manhattan. Architect Minoru Yamasaki receives the credit, and in some quarters the blame, for their plain design.

The buildings' structure reintroduced the load-bearing wall for modern skyscrapers. Most skyscrapers hang the weight of the walls from the girder structure. But the walls of "Twin One" and "Twin Two," as they are called, support their own weight. For game purposes this means major damage to the walls could cause the entire side of a tower to collapse.

The walls are made of closely spaced steel columns reinforced by massive beams that circle each floor (all Remarkable strength). An aluminum skin covers the beams. Tinted windows, recessed ten inches from the beams, stretch from floor to ceiling. Inside, the floors are roomy, with more open space than other skyscrapers can allow.

Express elevators in the Twin Towers travel 1,600 feet per minute (18 MPH or 14 areas per turn) between the ground floor and a "skylobby" on the 44th floor. Another set of express elevators travels from the 44th to the 78th floor skylobby, and a third set from the 78th to the 110th. Local elevators serve each set of floors between skylobbies. This arrangement conserves floor space, since each elevator shaft can hold three elevators, one for each "zone."

An electronic directory in Twin One's lobby guides visitors to all tenant firms, including the shops, restaurants, and bars located throughout both towers.

Observation decks are in Twin Two, on the 107th and 110th floors.

Clientele

Among many, many businesses, the Twin Towers host the Manhattan headquarters of Fireheart Enterprises. This New Mexico-based corporation is run by Thomas Fireheart. In another identity Fireheart is Spider-Man's foe, the high-priced professional mercenary Puma.

Roxxon Oil, headquartered in Mid-

town's Rockefeller Center, rents a small suite of offices in the World Trade Center. These offices once became a front for Jerry Jaxon's scheme to revenge himself on his old enemy, Guardian, of the Canadian group of heroes, Alpha Flight.

Jaxon, through Roxxon intermediaries, hired scientist James Hudson (Guardian) for a fat salary. After Hudson relocated from his native Canada to New York, Jaxon sprang his trap. In the World Trade Center's Twin Tower One, Jaxon and his villain group, Omega Flight, cornered Hudson. Though Alpha defeated Omega, and Jaxon perished in the battle, Guardian also died when his powered-armor suit malfunctioned.

A lower floor of Twin Two offers the small offices of Silver Sable International. Heavyweight clients hire Silver Sable, mercenary, Nazi hunter, glamorous socialite, and leader of the elite anti-terrorist squad called the Wild Pack. Sable and the Pack apprehend wanted criminals and recover stolen property for everyone from insurance companies to small nations. Profits from the operation go to support Sable's native country, the small Eastern European nation of Symkaria.

Other Buildings

At the southwest corner of the complex stands 3 World Trade Center, the modern Vista International Hotel, 22 stories high, the first major hotel built in the downtown area in over a century.

To the northeast and southeast are 4 and 5 WTC, the two 9-story Plaza Buildings. Number 4 WTC houses commodity exchanges. Here one can arrange to buy sugar or cotton by the shipload, or pure Wakandan vibranium (price as of 2/10/89: \$1013 per gram). The building at 5 WTC holds the offices of several financial firms.

At the northeast stands the 8-story US Customhouse building, a concentration of bureaucratic red tape concerning goods moving through the port.

Visitors can travel from the main plaza via covered walkway over Vesey Street to the north, to the upper lobby of the new 7 WTC office tower. This is 47 stories of polished red granite and glass in an odd trapezoidal shape.

The WTC plaza extends over five

spacious acres. A huge bronze sculpture of the typical modern variety revolves in a large fountain.

Battery Park City

Something over 20 tons of earth, excavated when the World Trade Center was built, has become landfill for a manmade expansion of Manhattan Island off its lower west coast.

Still under construction, Battery Park City already hosts the four giant glass towers of the World Financial Center, home of many brokerage and financial firms. Other parts of Battery Park City include (or will include) parks, plazas, a riverside esplanade, and residential buildings.

When the development is completed in the mid-1990s, 30,000 people will live there, and that many more will work there.

THE KINGPIN'S TOWER

Address: Fifth Avenue at 39th Street.

Wilson Fisk, spice merchant and entrepreneur, occupies the top two floors of an attractive unnamed building. The tower's height is variously given as 51 and 53 stories. The latter figure is correct, but the Kingpin encourages false estimates of the building's height, apparently in order to confuse enemies.

No outward signs of the owner's criminal activities mark the tower, but six well-dressed thugs surreptitiously guard the first-floor lobby. Four more guard the penthouse lobby, and two others flank the entrance to Fisk's offices. These are very large, almost unfurnished, and usually kept dark, except for the lamp over the Kingpin's desk. Kingpin always keeps an emergency gas mask in the desk. A concealed private elevator in the office goes to the building's sub-basement, which holds emergency power generators and an escape tunnel to a nearby subway station.

Next to Fisk's office is a smaller companion office for the Kingpin's second-in-command, the Arranger. Several polite, unarmed receptionists work in an outer office. All office walls are walnut-paneled bulletproof concrete (Excellent material).

The 52nd floor includes Fisk's personal quarters and exercise room, the

central console of his security system, and a counting room where his employees keep track, via computer, of his holdings and transactions. All rooms have heavy-duty ventilation fans that can clear the rooms of gas in six seconds (one turn).

Almost uniquely for a skyscraper, the penthouse windows open. The Kingpin has installed these because super-human adventurers have a habit of dropping in on him unannounced, and he has gotten tired of replacing the window glass when they crash through.

The Kingpin's self-contained security system comprises two monitor cameras on the tower roof, two in the lobby, and four that survey the area around the building. Fisk monitors these on a bank of ten screens concealed behind a painting in his counting room. Duplicate sets of monitors are hidden in his office and personal quarters.

MIDTOWN

Firms of note in this area:

Metrobank (Park Avenue at 54th), a subsidiary of Roxxon Oil Company. The 55-story skyscraper, clad in gray granite, features an enormous lobby decorated in classic Roman style. The ceiling is 75 feet (five areas) high.

Metrobank's branch office on the Upper West Side was the headquarters of the Nth Command, the most elite operation of Roxxon's Covert Activities Division. This group, including the Nth Commandos and Scavenger



Units, uses exotic technology to infiltrate and subvert major governments. It once tried to project many of Earth's super humans into alternate realities. The Nth Command has relocated to an unrevealed headquarters, and Metrobank's involvement in its illegal activities remains unrevealed.

Stane International, formerly Stark International (floors 22-25 of the Chemical Bank of New York building, Park Avenue at 47th). Stane is one of the world's leading weapons contractors and industrial manufacturers. Its principal headquarters are on Long Island, miles outside the New York city limits.

Shaw Industries, a diversified corporation prominent in steel, strategic metals, and nuclear power (General Motors building, Fifth Avenue at East 59th). Shaw formerly led the Hellfire Club as its Black King.

The General Motors building is 50 stories tall and covered in white Georgia marble. Shaw Industries' New York offices occupy floors 39 through 42.

Rockefeller Center

Address: Between 47th and 52nd Streets, and Fifth and Seventh Avenues.

Almost a city in itself, or at least a small town, Rockefeller Center is a complex of 21 skyscrapers and smaller buildings covering 22 acres. Nearly 65,000 people work here, and another 200,000 visit each day. All the buildings in Rockefeller Center are linked by an underground concourse lined with shops and restaurants. This is a subway stop.

Its centerpiece is the *RCA Building* (30 Rockefeller Center), world headquarters of the communications giant. The 850-foot-tall building has 70 stories. The lobby displays enormous Spanish murals depicting man's progress.

Studios of the NBC radio and television network occupy several lower floors. Studio 8H hosts a popular comedy show broadcast live each Saturday night. Several years ago Marvel Comics' Stan Lee hosted the show. By coincidence, the villain called the Silver Samurai invaded the show on that same night. But Spider-Man (who, as Peter Parker, was in the audience) and the show's cast stopped the Samurai from doing much damage.

Rockefeller Center also includes

the Celanese (45 stories), McGraw-Hill (51 stories), and Time & Life (48 stories) buildings, as well as many others. Radio City Music Hall, home of the famed dancing Rockettes chorus line, is here. So is the Museum of Modern Art (known as MOMA), a major collection devoted to all forms of art since 1880, including photographs and films.

The Channel Gardens in front of the RCA building are so named because they separate Maison Francaise from the British Empire Building. A promenade leads down to the Lower Plaza under street level. The flags of the United Nations fly here above a famous bronze statue of Prometheus. Ice skaters practice in the rink here. At Christmas time carolers give concerts in front of a huge, brilliantly decorated tree.

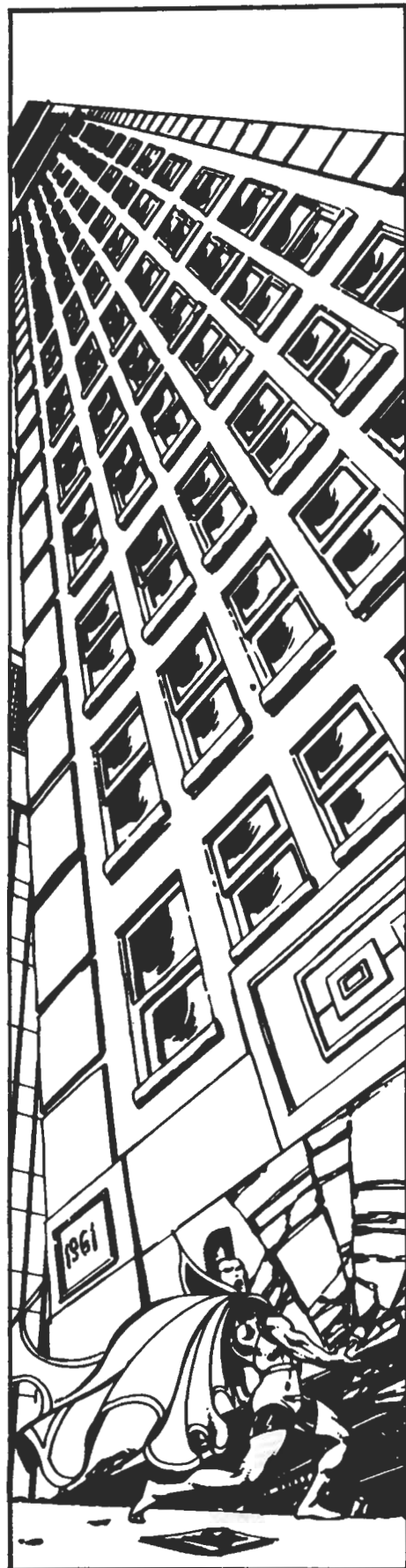
A private street, Rockefeller Plaza, leads to the RCA Building. It is closed one day each year so that it keeps its qualification as private property.

Roxxon Plaza

Immediately west of the RCA Building stands the enormous Roxxon Plaza tower, headquarters of the world's largest oil company—and, some say, the world's largest company, period. The entire 56-story (840-foot) tower administers the company's labyrinthine holdings around the world. Most of these are legitimate and honestly run, but Roxxon also engages in many illegal or immoral activities unknown to the general public.

Roxxon's many legitimate activities are too numerous to list here. Its criminal activities have included attempts to suppress research into alternative energy sources, like Project: Pegasus; unauthorized microwave transmissions from a huge radar-camouflaged satellite called the Star Well; the illegal seizure of vibranium on a small Atlantic island; and an attempt to discredit the Wakandan government and its leader, the Black Panther.

Former Roxxon president Hugh Jones tried to subvert the US Government. Jones had become enslaved by an ancient artifact called the Serpent Crown. He went insane and is now confined in a mental hospital in upstate New York. The Serpent Crown has been destroyed.



The Brand Corporation

Ten floors and two of the six basements in the Roxxon Plaza tower once housed the Brand Corporation, a large research subsidiary of Roxxon. Brand made Roxxon prominent in the organic chemicals and pharmaceuticals industries.

Brand's Mutagenics Laboratory in Queens helped create or augment many super-powered humans: Suntu-rion, Mad-Dog, Will O'The Wisp, and many members of the second Serpent Squad. For a time it employed Hank McCoy, the former X-Man known as the Beast. At Brand's laboratories McCoy distilled what he called the chemical basis of human mutation. When he took a dosage of the chemical, he mutated (further) into his current bestial, blue-furred form.

Brand also concealed Roxxon's Covert Activities division. When Spider-Man and Will O'The Wisp exposed these activities to public scrutiny, Roxxon covered up by closing down the corporation.

Brand remains closed today. However, its offices have not been leased to other clients, and the furniture has not been removed. Rumors mention lights being seen on those floors late at night.

OTHER POINTS OF INTEREST

An obscure building on 51st Street near Fifth Avenue once housed the large corporate law offices of Harry Leland, Black Rook of the Hellfire Club. Leland died in battle with the advanced Sentinel robot Nimrod. The firm's facilities were taken over by a larger firm controlled by the Kingpin—the same firm that employs Franklin "Foggy" Nelson.

Glenn Industries formerly rented offices in the Celanese Building in Rockefeller Center. Daredevil uncovered evidence of corruption in the company that led to its bankruptcy. Roxxon and other corporations purchased Glenn Industries' assets.

Trump Tower (Fifth Avenue and 56th, on the east side of Tiffany's) is a bronze-mirrored skyscraper 58 stories tall. Inside, its 6-story atrium features many fashionable shops charging exorbitant prices. Entrepreneur Donald Trump built it in 1983. Alternately lauded as gorgeous and scorned as garish, the tower is clearly a monument to something, though no one agrees to what.

Midtown is not all business. Some residential skyscraper apartments

south of Central Park provide homes for the well-to-do. One of these (West 58th near Avenue of the Americas) harbors the studio loft of Johnny Storm, the Human Torch, and his wife Alicia. The Torch can exit the building through a ceiling skylight. Down the block at street level is "Calories R Us," an ice-cream place.

For further information on landmarks of the Midtown area and the Financial District, consult the Hotspot entries in this chapter for the *Daily Bugle*, the Empire State Building, Four Freedoms Plaza, and SHIELD Headquarters.

CAMPAIGN USE

This area is what New York campaigns are really about: heroes flying, swinging, or leaping between skyscrapers high above the streets. Comics fans know the thrill of that contrast between powerful, heroic individuals and the awesome buildings of our time.

So "Campaign Use" becomes redundant. After all, virtually all urban adventures, New York or otherwise, feature these towers of industry as a backdrop.



FOUR FREEDOMS PLAZA

OVERVIEW

The new headquarters of Fantastic Four, Inc., stands on the site of the old Baxter Building. When the Baxter Building was destroyed by Doctor Doom, Reed Richards and the FF built a new and larger headquarters: Four Freedoms Plaza.

Address: Lexington Avenue between 48th and 49th streets. For its location, see the Midtown East map in this boxed set.

THE AREA

The FF's headquarters is in Midtown. For more information, see the previous Hotspot entry, "The Financial District."

DESCRIPTION

Note: The building that the Fantastic Four uses as a headquarters, Four Freedoms Plaza, was first described in MA4, *The Fantastic Four Compendium*. Marvel Comics has recently published an update (*The Official Handbook of the MARVEL UNIVERSE™ Update '89, Issue #3*) which revises the information in MA4. The updated information is presented here.

Four Freedoms Plaza was designed by Reed Richards, who is more popularly known as Mister Fantastic, the leader of the Fantastic Four. The building was constructed under Richards' supervision by the firm Damage Control and by workmen associated with the original law enforcement agency known as SHIELD.

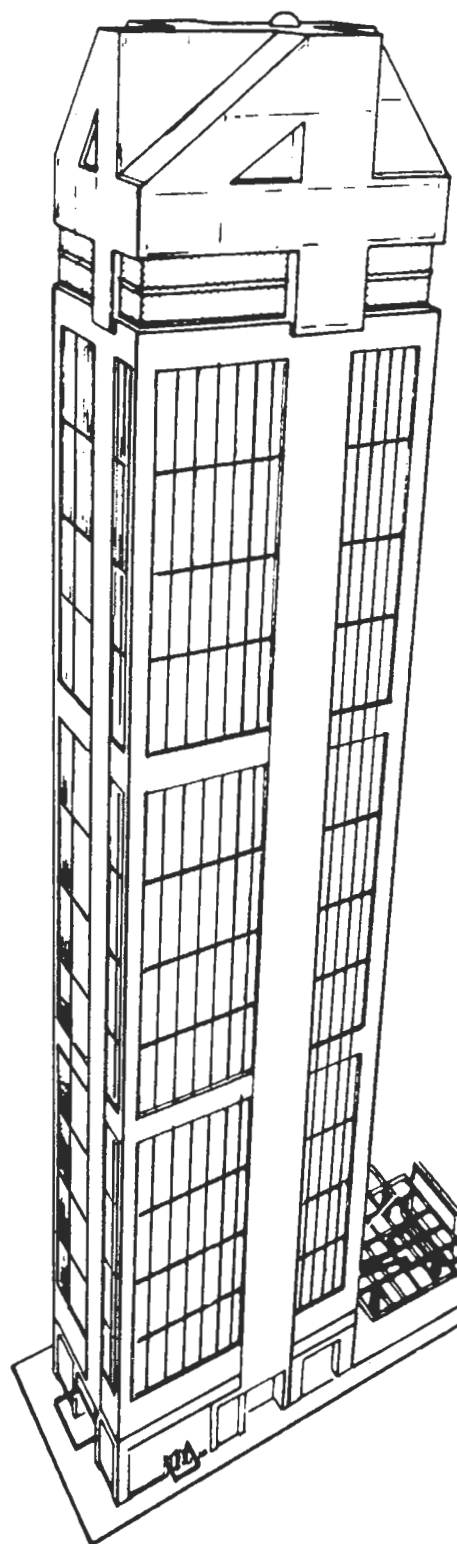
Four Freedoms Plaza is a 45-story office building surmounted by the four-story headquarters of the Fantastic Four. Separating the two structures is a buffer zone of electrical and mechanical equipment which provides air-conditioning, power, and some other functions for the Fantastic Four headquarters. In cases of emergency, as, for example, if the Fantastic Four's headquarters should be under attack, security mechanisms within the buffer zone can seal the headquarters area off from the rest of the building.

The entire building is made of non-traditional construction materials. The building is "woven" from carbon aramid thread; hence, although the walls are relatively thin, they are extraordinarily resistant to damage (Monstrous strength). The windows are made of a carbon lattice which most closely resembles diamond. The quarter-inch thick windows (Remarkable strength) are integrally woven into place and are not removable.

Four Freedoms Plaza is a tall white skyscraper. At the top of each face is a gigantic numeral 4 carved in white marble (Incredible strength). The top of the building is 53 areas high.

Access to the Fantastic Four's headquarters is gained from the first floor through elevators guarded by the doorman, Mr. O'Hoolihan, who performed the same function for the Fantastic Four at the Baxter Building. The Fantastic Four carry special devices in their belts that emit coded signals that open the elevator doors. Others seeking access to the Fantastic Four's headquarters must request permission for entry through O'Hoolihan from the Fantastic Four themselves. Visitors who are admitted take an elevator up to the reception room, which is attended by Roberta, a robot receptionist constructed to appear human above the waist.

The upper structure of the building is a self-sustaining, heavily armored unit which contains both the Fantastic Four's headquarters and the individual members' living quarters. The upper structure makes extensive use of computers, guard robots, and other advanced devices to maintain security. All interior doors are air-locks and are governed by a central housekeeping computer. This computer is part of Reed Richards' main computer complex. The upper structure contains several major state-of-the-art research laboratories in various fields of science for use by Dr. Richards. Among the most noteworthy technological devices housed in the laboratories are the mechanisms permitting entry into the Negative Zone and a duplicate of Doctor Doom's time machine.



The skies over Manhattan are less crowded now that the Federal Aviation Administration has prohibited the Avengers and Fantastic Four from using their downtown headquarters as airports. Both teams now use their launchpads on Avengers Island, formerly Hydro-Base. Here the FF launches its Pogo Plane and Intercontinental Passenger Missile. But FF members still use Four Freedoms Plaza for their smaller craft. On the top floor, 53, is a huge hangar for several Fantasticars and Skycycles. The roof's walls slide back during launches and landings.

The buffer zone (above floor 49) is also a breakaway point. The old Baxter Building was levitated into space on two occasions. Reed Richards constructed the new building so that in the event of a future levitation, the upper stories will separate from the foundation, leaving the civilian quarters intact.

The entire building is riddled with one-inch "travel tubes" that let Mister Fantastic travel quickly to any point in the building. He simply "oozes" his flexible body through the narrow passage and along to his goal.

NPCs

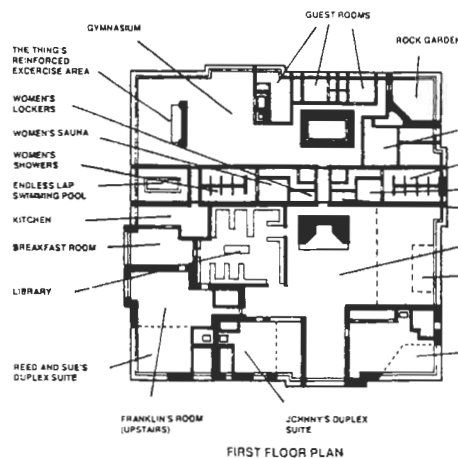
For complete statistics on the Fantastic Four and all the significant people in their lives, consult MA4, *The Fantastic Four Compendium*.

CAMPAIGN USE

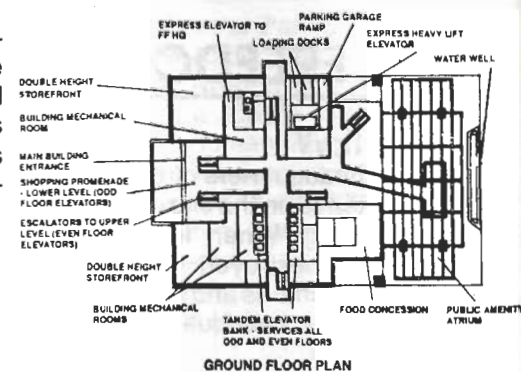
Manhattan: PC heroes may visit Four Freedoms Plaza to get the Fantastic Four's help with a difficult scientific problem or to borrow equipment. Even Doctor Strange has been known to use Reed Richards' devices. But the Judge should take care to keep the players from relying overmuch on the FF's resources. The FF can always say that they need the device themselves, or that it was just destroyed in their last battle.

Players may also go to the Plaza to help out in the Fantastic Four's absence. Some FF enemy has decided to blow up the building when they're not there to stop him. If the PC heroes foil the attempt, they earn a large favor from the world's most popular super group.

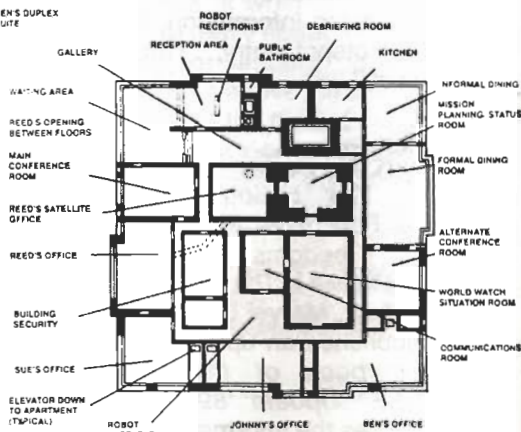
Other Cities: With minor alterations, Four Freedoms Plaza can serve as a headquarters to an established group of NPC heroes in the Judge's campaign. The player characters might even adopt elements of the design for their own headquarters.



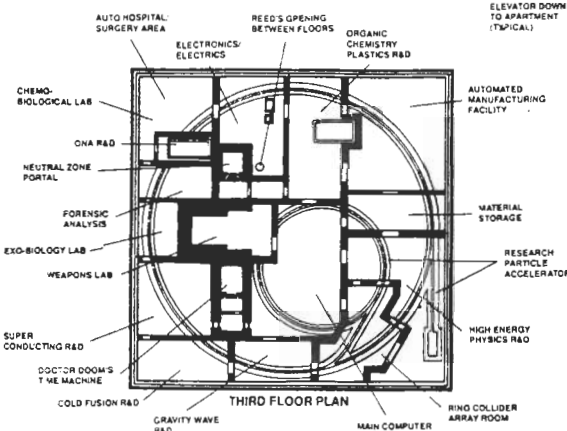
FIRST FLOOR PLAN



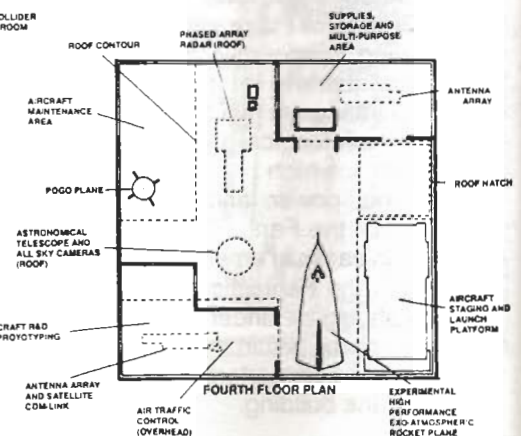
GROUND FLOOR PLAN



SECOND FLOOR PLAN



THIRD FLOOR PLAN



FOURTH FLOOR PLAN

HELLFIRE CLUB MANSION

OVERVIEW

An old and prestigious upper-class club, the Hellfire Club has another, hidden purpose: its leaders want to take over the world.

Address: 840 Fifth Avenue, between 66th and 67th Streets.

THE AREA

The Upper East Side is home to many rich or well-heeled New Yorkers, such as *Daily Bugle* editor J. Jonah Jameson, and was once home to many more, such as Matt Murdock (Daredevil) and his law partner, Franklin "Foggy" Nelson.

Many foreign embassies or consulates are located here as well. Along one ten-block stretch of Madison Avenue from 68th to 79th Streets are the consulates for Greece, Burma, Lebanon, France, Hungary, Tunisia, Austria, Indonesia, and Italy, and the Wakandan Embassy. The Latverian Embassy is farther to the south, on Lexington Avenue. All along these streets one sees limousines illegally parked but left unticketed—because they have "DPL" (diplomat) license plates.

York Avenue, which runs north-south to the east of First Avenue, gives its name to the Yorkville neighborhood, an extremely clean district in otherwise filthy Manhattan. Here are Rockefeller University and Cornell Medical Center, on the river between 63rd and 70th Streets.

DESCRIPTION

The name "mansion," with its connotations of grandeur and display, seems an inappropriate term for the Hellfire Club's headquarters—at least as seen from the street.

The brick building (Good strength walls) occupies the entire block, but it is inconspicuous. Designed in New York elite style, the building is only 30 feet (two areas) tall. Its entrance is set off from the street by a short, simple flight of concrete steps. Beside the white wooden door (of oak, Typical strength) is a small bronze plaque reading, "HELLFIRE CLUB—ESTABLISHED MDCCLXIII."

History

That date, 1763, is when Sir Francis Dashwood of London founded a gentlemen's club devoted to debauchery, black magic, orgiastic parties, and political intrigue. Its membership included some of the most powerful men of 18th-century England: the Prime Minister, the Lord Mayor of London, bankers, admirals, poets, the Archbishop of Canterbury's son, and Benjamin Franklin. Author Daniel P. Mannix recounts the history of this British branch of the club in his excellent 1959 book, *The Hell-Fire Club*.

Several key Hellfire Club members emigrated to colonial America and started a new American Hellfire Club, independent of and unaffiliated with the British original. They occupied an abandoned church on the present site. The current building was constructed in 1906.

Today, the Hellfire Club is widely known as a respectable organization for the rich and influential, principally devoted to giving lavish parties. Most people also realize that lots of business gets done in whispered conversations at those parties. But very few are aware that the club's Inner Circle, formerly the "Council of the Chosen," conspires to dominate the world through economic power, politics, a private mercenary army, and—in many cases—mutant super powers. Members of the club's Inner Circle occupy positions named after chess pieces.

Inside the Club

Note: Complete layouts of Hellfire Club Mansion have not yet been revealed. What follows is a reconstruction based on published accounts. Later accounts may invalidate parts of this description.

The Hellfire Club admits only members and their guests, so the front entrance is kept locked, though the lock is only of Typical strength. Inside the door is a small foyer and cloakroom.

(Note the ordinary strengths. This is true of the entire building. Nothing about the mansion's construction betrays that it is anything but an ordinary social club.)

The interior decor is 18th-century Colonial, matching the senior members' eccentric predilection for dressing in 18th-century garb during meetings. Walnut paneling, chandeliers and candelabras of cut glass, gaslight globes in wall sconces—all project an air of obvious elegance, not at all understated.

The mansion's simple floor plan gives pride of place to the great central ballroom, a spacious carpeted room over 120 feet (1 area) long and 40 feet wide. The ceiling is about 29 feet (2 areas) high, reaching the roof of the building. There is nothing above the ceiling but electrical wiring.

Many elaborate doorways lead to the ballroom. The dominating feature of the room is a palatial fireplace, where a great fire blazes cheerily every evening during winter months.

Rooms and Chambers

A hallway surrounds the ballroom on both floors of the building. On the upper floor, it opens onto a sturdy wooden balcony (Good strength) overlooking the ballroom. Along the outer sides of the hallways on both floors, public rooms and private chambers are arranged.

Public rooms are all on the ground floor. These include a large smoking room, an extensive library (with a large selection of books that earlier centuries deemed "indecent"), and a dining room that seats 64. Next to the dining room is a large and well-equipped kitchen.

Two staircases and an elevator give access to the second floor. Members always refer to the 18 small cubicles on this floor as "chambers," as opposed to "rooms." The semantic difference is that "chambers" are for private matters, whether business, gambling, or romance. Each chamber measures 15 feet by 10, and each has one round table, one chair, and a wide, padded divan. Chambers are soundproofed with Good material.

At the rear of the second floor, above the kitchen, are the private rooms of the Inner Circle. Two fully furnished bedrooms are available for the rare times when leaders celebrate too heavily and

are unwilling or unable to drive home. Between the bedrooms is an elegant meeting room, where the Inner Circle once held the X-Men captive.

The Basement

The mansion has a basement with concrete walls (Excellent strength), accessible only from the kitchen on the first floor. This storage area is filled with crates, containing mainly kitchen and party supplies. A locked and guarded basement room holds a small armory for the Inner Circle's mercenaries. Mercenaries have no barracks, lockers, or lounge areas on the premises, but often they hang around the kitchen.

There was once another entrance to the basement . . . from below, through the sewers. Wolverine used this to break into the mansion and rescue his fellow X-Men. The basement floor had an iron grate of Excellent strength, locked with a Remarkable-strength lock. The round grate led to a concrete access tunnel and down to the sewers. The Inner Circle used this entrance to smuggle in mercenaries and firearms. But after Wolverine's invasion, the tunnel was filled in with concrete.

NPCs

Complete statistics for the known members of the Hellfire Club's Inner Circle are given in MA1, *Children of the Atom*. Club members outside the Inner Circle are ordinary (though influential) people with Typical abilities.

The Inner Circle has seen many upheavals in recent months. The White Bishop, mining magnate Donald Pierce, was expelled after a botched takeover attempt. Corporate lawyer Harry Leland and jeweler Frederick von Roehm, the Black Bishop and Rook, died in battle with the advanced Sentinel robot Nimrod.

Sebastian Shaw, for many years the Black King, has recently been deposed by the mutant super-powered villain Magneto. The new leader has assumed the roles of both Black and White King, merging them as the "Gray King."

Magneto assumed control of the Hellfire Club as part of his long-term strategy to unite all mutants against humanity. For a time Magneto had ap-

peared to reform, and he had even led the X-Men and the New Mutants after Professor Charles Xavier left Earth.

But Magneto later lost control of both groups—the X-Men when they were believed to have died, and the New Mutants when they learned Magneto had not really reformed. Now Magneto is trying to unite other mutants under the Hellfire Club's leadership, in preparation for a forthcoming major conflict with humanity and with other mutant factions—what he calls "The Mutant Wars."

Magneto's abilities are also described in MA1, *Children of the Atom*.

Sebastian Shaw remains active as the director of powerful Shaw Industries, a major corporation. (See the World Trade Center and Stock Exchange entries in "The Financial District," earlier in this chapter.) Shaw has vowed opposition to Magneto and the rest of the Hellfire Club. Meanwhile, Magneto has allied covertly with the White Queen, Emma Frost, to topple the Black Queen, Selene, from power. So the intrigues continue.

CRIMES

For centuries the Hellfire Club has wielded its influence behind the scenes. In that time it has committed

many crimes, without regard to morality or society's strictures. Most notorious was their corruption of the X-Men's Phoenix into Dark Phoenix, through circumstances too involved to recount here.

However, the Hellfire Club always maintains a front of respectability, their best weapon against prosecution. The general public remains unaware of their long-term plans, and the Hellfire Club leadership will do anything to keep it that way.

CAMPAIGN USE

Manhattan: The Hellfire Club serves as a powerful group of villainous types, and its Mansion as a villain headquarters—with a twist. Its most powerful armor is not in its walls, but in public perceptions. No hero group can afford the scandal of attacking a prosperous uptown society club! Consequences certainly include attacks in the media, civil charges for damages, and suspicion by police and other super types. In the worst case, PC heroes might face criminal charges or be outlawed by the City Council.

Other Cities: The Hellfire Club is a national organization. Meeting facilities in other cities can follow the same general plan.



HELL'S KITCHEN

OVERVIEW

The dirtiest, sleaziest, most crime-ridden neighborhood in New York City is—well, a matter of debate. But one of the chief contenders is the core of the Lower West Side, Hell's Kitchen. The neighborhood serves as a base of operations for the vigilantes Cloak and Dagger. For a time it was the special preserve of its tireless protector, the blind crimefighter Daredevil.

THE AREA

Hell's Kitchen is something over 110 blocks of tenements, factories, garages, warehouses, and docks. The area is essentially the same as the Lower West Side, with a slice of Chelsea below it.

On a map, Hell's Kitchen is the area west of Ninth Avenue to the waterfront between 30th and 59th Streets, and also the area west of Eighth Avenue between 42nd and 58th Streets. It abuts on the Theater District to the east and the Upper West Side to the north.

DESCRIPTION

Hell's Kitchen includes the entrance to the Lincoln Tunnel (38th and 39th Streets, between Ninth and Tenth Avenues) and the Jacob K. Javits Convention Center, a multi-faceted box of black glass on 11th Avenue between 34th and 38th Streets. At 811 Tenth Avenue is the New York Telephone Company, a windowless white building. Any of these spots might prompt a villainous takeover attempt.

But in general this territory is too poor to attract big-league villains. Most of Hell's Kitchen consists of rotting tenements, no more than five or six stories high. Most buildings use the shoddiest material available (Good material strength at best).

Although the highest property values in the world lie a mile to the southwest, in Hell's Kitchen one finds many vacant lots. Priced too high to sell, these serve as tax shelters for the wealthy.

As Matt Murdock (Daredevil) put it,

"Hell's Kitchen is aching muscles and growling stomachs—children's feet on broken glass—hopeless laughter, echoing across an empty lot."

Published accounts have shown junkies deciding whether to eat or sleep today; winos who clutch the bannister knobs of staircases as if they were lifelines; and a Columbia University student who can't afford rent and so sleeps in the back seat of a junkyard automobile. His landlord, an old man named Vegas, sleeps in the front seat.

This was the boyhood home of Nick Fury. Matt Murdock was born here, and until recently he lived here again with his beloved Karen Page in a spartan one-room apartment on the top floor of a five-story building on Tenth Avenue. Not far away is the unnamed diner owned by Bertha and Otto Schnapp, where Murdock worked as a cook.

Across the neighborhood on Eighth Avenue sits the Last Exit bar and pool hall—sometimes called "No Exit" by locals because of the dead-end sleazes who patronize it. Though he once relied on Josie's on the Lower East Side, Daredevil made this bar his new source of contacts, snitches, and grapevine messages.

THE HOLY GHOST CHURCH

On 42nd Street off Ninth Avenue, next to a rundown hotel, stands the imposing Holy Ghost Church, a structure almost a century old. This church serves as home base for the vigilantes Cloak and Dagger. They ordinarily concentrate their crimefighting activities in the Times Square area. (See the "Times Square" entry later in this chapter.)

Built in Gothic Revival style, the church has seen much better days. It was closed down when its most recent priest, Father Francis Xavier Delgado, went mad. He is now confined to an asylum. Dagger's Uncle Mike has reopened a section of the dusty church as a community outreach center, open Tuesdays and Fridays.

The 21st Precinct

At 39th Street and Ninth Avenue stands the New York Police Department's 21st Precinct offices. The ground floor holds the front desk, lockers and desks for uniformed officers, and a row of three holding cells. The second floor has desks for the four detectives who work any given shift and the private office of Captain George Petrovic.

Plainclothes detective Brigid O'Reilly worked here before an accident (and her unwilling allies, Cloak and Dagger) transformed her into the tormented vigilante Mayhem. O'Reilly's best friend and fellow detective, Rebecca "Rusty" Nales, also works out of this precinct.

DAREDEVIL IN HELL'S KITCHEN

Daredevil was until recently a prosperous defense attorney in his secret identity of Matt Murdock. Murdock owned a beautiful three-story brownstone in the posh Upper East Side (Madison Avenue, between 62nd and 63rd). A lawyer by day, a vigilante by night, Murdock was never bothered by this contradiction.

His life began to fall apart, however, when the assassin Bullseye killed the woman he loved, Elektra Natchios. Murdock, on the rebound, pursued an ill-advised relationship with Heather Glenn; Glenn later committed suicide. Murdock gradually withdrew into paranoia.

Two years before, Karen Page, former secretary to the firm of Nelson and Murdock (and Murdock's lover and confidante), had left for Hollywood to become a movie actress. Her career went sour, to put it mildly, and she wound up making stag films in Mexico. Addicted to heroin, she sold Murdock's secret identity as Daredevil for a fix.

The secret was discovered by the crime lord of New York, Wilson Fisk—the Kingpin. Determined not just to kill his foe but to destroy him, the Kingpin ruined Murdock's life. He worked through a long chain of intermediaries

to avoid detection, since he believed Murdock only pretended blindness. Fisk foreclosed on (and later blew up) Murdock's home, froze his assets, and had him framed for malpractice.

Murdock was barred from the practice of law; his partner, Franklin "Foggy" Nelson, in forestalling a prison sentence, defended him so effectively that the Kingpin later had Nelson hired into one of his own law firms. (Nelson is unaware of Fisk's role in this, but now suspects that the firm is not engaged in legitimate business.)

Purgatory

Murdock, already unstable, cracked in the ordeal. He abandoned his friends, and in a paranoid delusion he beat up a police officer. Though unwell, he at least saw correctly that the Kingpin was behind his problems. Murdock faced Fisk alone in the crime lord's penthouse offices, where the huge man beat him into unconsciousness.

The Kingpin had Murdock put in a stolen taxicab and driven off Pier 41 into the East River. Only when the cab was discovered weeks later did Fisk find that Murdock had escaped.

Barely alive, Murdock wandered Manhattan and finally gravitated toward his boyhood home in Hell's Kitchen. A nun named Maggie found him on the brink of death and nursed him back to health.

Born Again

In Maggie's mission for drunks and derelicts, Murdock experienced a spiritual reawakening. Healed of his injuries, both physical and mental, Murdock took a job as a short-order cook in a Hell's Kitchen diner.

The Kingpin had ordered the death of everyone who had seen the envelope containing news of Daredevil's secret identity. His killers got everyone but Karen Page, who fled to New York seeking Murdock's help. After many adventures, she and Murdock were reunited, and they fell in love all over again. Murdock held no grudge against her for selling his identity: "I've lost nothing," he said.

But the Kingpin, his victory over Murdock stolen, searched obsessively for his enemy. Through Army connections Fisk brought the fanatical super-killer Nuke to New York. (For

more about Nuke, see "NPCs," below.) Reasoning that the area draws many refugees, Fisk sent Nuke into Hell's Kitchen to draw Daredevil out of hiding.

After Nuke inflicted catastrophic damage and injured many bystanders, Daredevil defeated him in battle. The Avengers took him into federal custody, but Nuke later escaped. To prevent further scandal, the Army fatally wounded its own agent. But Daredevil carried the dying Nuke to his friend Ben Urich at the *Daily Bugle*, and the resulting expose ruined the Kingpin's reputation. Fisk has been plotting revenge ever since.

Aftermath

Murdock took up residence in Hell's Kitchen, as happy in a studio loft as he ever was in his three-story brownstone. As Murdock he ran a free legal clinic. As Daredevil he fought to clean up the neighborhood and protect its citizens from thugs, preying landlords, and themselves. He broadened his outlook and methods, and was not above stealing money from the Kingpin's operations to serve good causes.

No longer a mysterious figure, Daredevil walked the streets, drank in the bars, and became an accepted part of life in Hell's Kitchen. Murdock appeared less concerned than before about protecting his secret identity, and sometimes, outside his Free Legal Clinic, did not bother to pretend to be an ordinary blind man. (The Kingpin is still unaware of Daredevil's blindness.)

It is important to note that the Kingpin doesn't want to kill Daredevil—at least, not just that. He wants to corrupt him. To Fisk, Murdock represents the idealism that Fisk wants to believe is illusory. The Kingpin also wants to tear down everything that Murdock holds dear, such as the legal system.

Recent Developments

Some of the Kingpin's plots wrought great damage on Murdock. Karen Page left him, and his law clinic closed. In combination with the stresses of the "Inferno" crisis, these events drove Murdock out of Manhattan altogether on a "vacation" of sorts. Whether Murdock will return to Hell's Kitchen remains unclear.

NPCs

Karen Page

Law clinic administrator

F	A	S	E	R	I	P
Ty	Ty	Ty	Ty	Gd	Gd	Ty

Health: 24 Karma: 26
Resources: Poor(4) Popularity: 1

With Murdock's help, Page overcame her addiction. Heroin addiction usually has significant side effects on health, notably kidney damage, but if Page has experienced any of these, they have not been revealed.

Page is much healthier now. But she relied, perhaps too heavily, on Matt Murdock as her emotional support amid the corruption of Hell's Kitchen.

Appearance: 5'9", 128 lbs. Mid-20s. Long blond hair, attractive. Favors denims and tank tops, but knows how to dress well on the job (and on a budget).

Talents: Secretarial and social work, street smarts.

Story Function: As any romantic interest—victim, hostage, information source, confidante, and so on.

Nuke

"Agent Simpson," US Army sergeant Assassin and terrorist

F	AM (50)	Health: 140
A	IN (40)	
S	EX (20)	Karma: 42
E	RM (30)	
R	TY (6)	Resources: Ex(20)
I	EX (30)	
P	TY (6)	Popularity: See below

Agent Simpson was the only survivor of the Army's almost two dozen attempts to replicate the Super-Soldier experiment that created Captain America. Code-named "Nuke," Simpson was active only outside the United States, most recently against Marxist republics in Central America.

For most of his career, Nuke's existence was unknown to the general public in America, and his Popularity rating was 0. After his rampage in Hell's Kitchen, his Popularity dropped to -20. The Army gravely wounded him before he could attack the *Daily Bugle*, and he soon died of his wounds.

A deranged fanatic, Nuke represented the dark side of patriotism: "My country right or wrong," intoler-

ance, and blind obedience to authority. In battle he could lose track of reality and return to the times he freed MIA soldiers in Vietnam. He hated the press and anyone who questions America's absolute rightness in all matters.

Appearance: Hugely muscled, with blonde crewcut; wore army fatigues (often bare to the waist). An American flag tattoo covered Nuke's face.

KNOWN POWERS:

Body Armor. Nuke's skin was reinforced with plastic, giving him Excellent resistance to injury from blows, flame or cold attacks, or projectiles.

Drugs. Nuke used three kinds of capsules to adjust his fighting efficiency. *Reds* (amphetamines) gave him +1 CS in Fighting, Agility, and Endurance for 12 turns. *Whites* (barbiturates) calmed him and neutralized a Red's effects; without a White to negate it, a Red left Nuke with -1 CS Strength and Endurance for 12 hours. *Blues* (sedatives) allowed Nuke to relax and sleep; without them, he had nightmares of combat.

Unique Weapon—"Betsy." This gigantic sub-machine gun held six LAW rounds and three Incendiary Missiles. Nuke used an LED counter on the side of the weapon to count fatalities. Betsy was made of Excellent material.

Air Support. Nuke had helicopter backup, piloted by an unnamed Army colonel. The Battle Copter mounted two machine guns. (For statistics, see pages 43 and 49 in the Player's Book.) Daredevil destroyed both chopper and pilot in Hell's Kitchen.

Talents: Nuke had all Martial Arts and military skills, and was a Weapons Specialist with Betsy, receiving +2 CS in FEATs using it.

Weakness: Nuke had Feeble Reason, Intuition, and Psyche vs. any attack or appeal made on the basis of "patriotism."

Contacts: Nuke was a sergeant in the US Army.

Typical Dialogue: "They try to make our boys feel ashamed . . . we should never feel ashamed. Give me a red."

Rotgut

Real name unrevealed
Lunatic killer

F	A	S	E	R	I	P
Gd	Ty	Gd	Gd	Ty	Ty	Ty
Health: 36			Karma: 18			
Resources: Poor(4)			Popularity: 0			

Rotgut quotes the saying, "By age 20 you have the face you were born with; by age 40 you have the face you deserve." Now nearing 40, Rotgut has the face of a haunted madman.

Rotgut watched too much TV and read too many news stories. His mother, a stern and unbalanced woman, induced his early fixation on stories of genetic impurities, environmental damage, food poisoning, serial killers, cancer, and birth defects.

Rotgut became obsessed with "cutting the disease" out of the rotting gut of society—prostitutes, junkies, and ultimately every imperfect person. In other words, everybody.

Rotgut turned the basement of his apartment complex into a weird maze of plumbing. He thought of it as the equivalent of the body's arteries. By pumping poison into the building's water supply, he would clean out all the imperfection. Daredevil stopped him, and Rotgut was last seen being carried away in a straitjacket.

Appearance: Hulking albino Negro with pale skin and white hair. Bulging, tormented pink eyes. Twin bone ridges form a "V" on his forehead. Ill-fitting navy suit, old shoes.

Talents: Blunt weapons, plumbing. Rotgut has Good resistance to pain.

Typical Dialogue: "I heard whispered them aspirin killers switched to catsup. Or could be a *conspiracy* to get consumers to buy over-packaged, over-wrapped products so we use more *plastics*—plastics can't ever be broken down, they *never decay* and eventually *strangle* the planet. . ."

Story Function: A villain who needs to be treated, not beaten up and hauled to the police station.

Darla, Eightball, and the Fatboys

Children's gang

F	A	S	E	R	I	P
Pr	Ty	Fe	Pr	Ty	Ty	Ty
Health: 16			Karma: 18			
Resources: Poor(4)			Popularity: 0			

Appearance: Despite their name, the kids in this gang are mostly skinny. They're all about 10 to 12. Darla has long blond hair and an upturned nose. Eightball wears a football helmet much too big for him.

Talents: Street smarts, skateboarding.

Story Function: These kids sometimes worked as Daredevil's "Baker

Street Irregulars," warning people of impending threats or scouting out information.

Baby Elmo

Bar fighter

F	A	S	E	R	I	P
Ex	Ty	Ex	Ex	Ty	Pr	Pr
Health: 66			Karma: 14			

Resources: Typical(6) Popularity: 1

Appearance: Big! 6'7", 300 lbs. Muscular brute with thinning, sandy brown hair, lantern jaw, beetle brow, tattoos. Wears leather vest, jeans with iron studs, and boots. Never says much.

Talents: Bar fighting (Martial Arts B, C, and E, Wrestling), drinking.

Typical Dialogue: None. Possibly mute.

Story Function: Johnny Storm, the Human Torch, went into a rough bar searching for Daredevil during one of the adventurer's absences. He picked a fight with Baby Elmo and won—barely. If PC heroes ever get into a similarly stupid confrontation, Baby Elmo will fight anything that moves.

CRIMES

Every conceivable kind of vice, corruption, and violence occurs in Hell's Kitchen. The Kingpin has recently begun increasing his organization there, so crime is on the rise. But the area is so poor that it makes an unattractive target for most villains—unless the villains have some other motive than robbery.

Conditions in Hell's Kitchen either create lunatics or attract them. Crazyies like Rotgut are a constant threat.

CAMPAIGN USE

Manhattan: If Daredevil still lives in Hell's Kitchen in the campaign world, heroes might go there to enlist his aid. Otherwise, they might visit the area to fight petty crime in the slums or on the waterfront, or to attend a charity function.

Other Cities: Use the Hell's Kitchen description for any slum area of the campaign city.

MARVEL COMICS

OVERVIEW

Marvel Comics is the largest American comics publisher, in the Marvel Universe as in our own. The difference is that in the Marvel Universe, Marvel Comics contracts directly with the super heroes for the right to publish (occasionally exaggerated) four-color accounts of the heroes' actual adventures.

Address: 387 Park Avenue South.

Note: This entry describes Marvel Comics as it exists in the Marvel Universe, not (necessarily) as it exists in our own.

THE AREA

Marvel Comics is located in an inconspicuous office building in Midtown. For more information, see "The Financial District" in this chapter.

DESCRIPTION

The Marvel Comics "bullpen" occupies three floors of a nondescript 12-story commercial building. The ninth floor has the mail room and shipping facilities; the tenth is editorial; and the eleventh floor has the legal department and executive offices.

The offices are small, the hallways long and narrow, but the walls are plastered with colorful illustrations and autographed posters of many super heroes.

Office workers are hardly less colorful, but they're usually too busy publishing magazines to chat. About 35 employees are on hand during working hours; one can usually find a few workers around even at night, especially in the production department. The atmosphere is frenetic, highly creative, and occasionally downright crazy. Sounds of typewriters, photocopiers, and screaming paste-up artists fill the air.

Bullpen staffers include editors, production artists, advertising directors, circulation managers, and other business types. Writers, artists, and letterers customarily work freelance, outside the bullpen. But a few are always around looking for story confer-

ences, picking up checks or new assignments, or pleading for deadline extensions on old assignments.

Comics in the Marvel Universe

In the Marvel Universe, super-hero comics are published through licenses with the heroes themselves. The comics depict their subjects' actual adventures. For example, Marvel publishes a *Thing* comic approved by Ben Grimm—though he has more than once taken umbrage (to put it politely) at the bullpen's exaggerated chronicles.

Other comics published in the Marvel Universe star the Fantastic Four and the Avengers of both coasts (both individually and as groups). The company has experimented with a Spider-Man title, but scathing editorials in the *Daily Bugle* made this a failure. Some Marvel editors have proposed doing a comic book based on the mutant group known as the X-Men—but so far executives have vetoed this, because of anti-mutant hysteria and because they are unsure the idea has commercial potential.

Marvel has also licensed comics adaptations of popular movies, such as *2001: A Space Odyssey*, and of fictional works (such as those based on the works of Robert E. Howard). A few comics in the Marvel line are not licensed, either because they are completely fictional or because the character depicted has no legal rights or is believed not to exist (such as the Hulk or Dracula).

These comics differ from the Marvel comics of our own world. The heroes are never shown in secret identities, of course. Whenever criminal acts by villains are shown, editors carefully preface the depictions with legal disclaimers, to stave off libel lawsuits by the villains' lawyers. And since they really happened, the stories are presented as journalism, with careful documentation of dates, places, and sometimes witnesses. Most Marvel staffers are reluctant to invent any details . . . especially since they saw what Ben Grimm did to the last artist who exaggerated.

Apart from the Thing, the heroes

seldom give much thought to the comics depicting their adventures. In fact, Reed and Sue Richards never even bothered to send a wedding invitation to the creators of their comic. The creators tried crashing the reception anyway, but never got past the front door.

NPCs

A Judge can pick these from the masthead of any Marvel comic. Bullpen staffers have mostly Typical ability ranks, but their Reason and Intuition range from Good to Incredible. Editors are a multi-talented lot and have contacts with most respectable super heroes.

CRIMES

The Impossible Man once invaded the Marvel offices. The fun-loving alien demanded that the bullpen publish a comic devoted to him. After he threatened them with replicas of Thor's hammer, Captain America's shield, and Iron Man's repulsor rays, staffers reluctantly agreed. But when the Impossible Man disappeared, so did plans for the issue. (For more information, see *Fantastic Four* #176).

CAMPAIGN USE

Manhattan: For an offbeat, comedic adventure, a Judge can send player-character heroes to Marvel Comics, either to negotiate a contract for a comic series or to protest an unflattering depiction in an existing series. Royalty fees, though small, can help a hero in financial straits.

Other Cities: A Judge can postulate that Marvel has opened branch offices in another location to publish adventures based on the events of the campaign.

METROPOLITAN MUSEUM OF ART

OVERVIEW

America's greatest art museum is "the Met," the largest building in Central Park. Here New Yorkers view priceless canvases and artifacts. And occasionally villains see something worth heisting.

Address: Fifth Avenue, across from East 82nd Street in Central Park.

THE AREA

See "Central Park" in this section. The Museum faces the Upper East Side, a prosperous residential and cultural district. See the inside cover of the *Adventure Book* for detailed maps of the building.

DESCRIPTION

Founded in 1870, the Metropolitan Museum of Art moved to its current location in northern Central Park in 1902. It has 400,000 items and is, after London and Leningrad, the third largest museum in the world. The Met attracts four million visitors a year.

The museum is open from 10 AM to 5 PM Tuesday through Sunday, but is closed Monday.

The Collection

The main part of this very large structure is of gray Indiana limestone (Excellent strength). A mere 100,000 pieces, a quarter of the museum's collection, are on display at any one time in over 230 galleries. Descriptions of the Met's contents could fill this book, and have already filled many books that the Judge can obtain at the local library. Suffice it to say that whatever country, culture, or period the art lover is looking for, the Met has representative artwork.

Highlights of particular interest in super-heroic adventures include the country's largest collection of arms and armor (main floor)—nine galleries full of firearms, bows, helmets, shields, and a Knight's Hall with many standing suits of plate armor;

the Temple of Dendur (Sackler wing, next to Arms & Armor on the main floor), a complete Egyptian temple moved

from its site on the Nile during the construction of the Aswan Dam;

Pottery shards, jewels, amphorae, and other artifacts of Hyborea, the ancient civilization that thrived just after the sinking of Atlantis;

Islamic illuminated manuscripts from the 12th Century and later (third floor)—perhaps one of these is a desirable magical text?;

and on the first floor, the Costume Institute. This area displays special exhibitions of clothing and accessories from ages past. Since the advent of super-human crimefighters, the Costume Institute has expanded its collection to include replica costumes of many famous adventurers, such as Captain America, several other Avengers (including three versions of the Iron Man armor), the Fantastic Four (old and new costumes), and Doctor Doom. The FF costumes are made of Reed Richards' patented unstable molecules, but otherwise the Costume Institute's uniforms do not retain the properties of the originals.

PC heroes can get involved in a Met adventure by donating replicas of their costumes to the Institute in a public ceremony.

CRIMES

Museum thefts rank among the most ambitious crimes ever attempted. The buildings usually maintain state-of-the-art security systems. And the thefts, if successful, gain wide publicity, often far beyond what mere dollar values of the stolen goods would merit.

What's more, fencing a stolen canvas is a delicate and perilous operation. Unless the thief finds a millionaire collector who just wants to lock away the item in a private vault, it is almost impossible to get anything like what the piece is worth on the open market.

This means when someone tries to rip off the Met, he's usually in the big leagues—either a super villain or an employer of super villains. And the prize must be priceless. Otherwise the villain would just rob a bank and use the money to buy the item.

CAMPAIGN USE

A museum adventure serves two main purposes. First, it introduces a little culture into the lives of heroes who often think about nothing except punching bad guys. Player characters can meet new people, perhaps romantic interests or academic contacts. Or they may go there to rendezvous with informants who like to show off their breeding.

Second, a battle in the Met forces these slam-bang heroes to think about property damage. They can't just knock the villain through a couple of walls when the walls are hung with treasures by Rembrandt and Picasso. To fight a bad guy in the Met, the heroes have to rely on shrewd tactics and brain power instead of brawn—just like real Marvel heroes.

Manhattan: Heroes may be visiting the Met in their secret identities, attending the opening of a new exhibit (the villain's target). Or they could be there in hero ID, as high-profile guards. A hero's friend or lover could be an employee at the museum, an art student, or just a tourist. The friend gets taken hostage in the villain's heist, and the hero has to undertake yet another rescue.

Other Cities: Few cities can boast a museum this large, but smaller ones serve the same story function. Also, much of this description works for the other major museums in the world—the British Museum in London, for example, the Louvre in Paris, or the Hermitage in Leningrad. Only the layout and some of the most famous pieces need be changed.

SHIELD HEADQUARTERS

OVERVIEW

SHIELD Central, the World Headquarters of SHIELD (Supreme Headquarters International Espionage, Law-enforcement Division) is in lower Manhattan. Though the agency recently disbanded, the building remains—and is occasionally active in its own right.

Address: 19th Street, between Avenue of the Americas and Seventh Avenue.

THE AREA

SHIELD's public headquarters is in Midtown. For a description of the Midtown area, see "The Financial District" Hotspot listing, earlier in this chapter.

SHIELD's private headquarters is in Chelsea, a district of fine residential housing and borderline slums, of good restaurants and rundown streets. The polite term is "a transitional area." For more about Chelsea, see Chapter 2.

DESCRIPTION

Public Headquarters

SHIELD maintained a public headquarters in Citicorp Center (53rd and Lexington), the fourth tallest building in New York. Until a few years ago it was located several blocks north, between 59th and 60th; however, an accidental fire in a nearby building persuaded SHIELD administrators to move south to safer quarters.

The public headquarters occupied a suite on the sixth floor. It included a dozen offices clustered around a central secretarial pool, plenty of file cabinets and bulletin boards containing nothing important, and a small soundproofed theater. There tourists could view the public relations film "SHIELD: Working for a Safer World." Afterward they could engage in a brief question-and-answer session with Colonel Nick Fury, SHIELD's director. (This was actually Fury's Life Model Decoy, a lifelike android.)

The public headquarters was staffed by three dozen lightly trained

SHIELD agents, carefully picked for attractive appearance and low initiative. They knew nothing of great importance to SHIELD—but just the same, they wore bulletproof vests in public (Good Body Armor), and the office walls and windows were armored (Excellent material strength).

Though it served its purpose, the public HQ was not a brilliant exercise in public relations. Clearly it never fooled the villainous agencies SHIELD battled, since these foes never bothered to attack this outpost.

SHIELD Central

SHIELD's private headquarters occupies an unmarked 28-story office building in the most anonymous section of Chelsea. This headquarters, like the public front, has closed. But for convenience, and for Judges who have not yet disbanded SHIELD in their campaigns, the building is described here in the present tense.

The building has its own pipeline to the Hudson River, its own purification center (among the most heavily guarded locations in the building) and sewage system, two independent ventilation systems, and its own power supply—an early version of SHIELD's Power Core. (The nature of the Power Core has not been revealed, but it resembles a magnetic cylinder containing an ongoing fusion reaction. SHIELD used the Core to power its Helicarrier.) All of these utilities are protected by the most sophisticated anti-sabotage devices in the world.

Entrance

The building has a conventional front entrance. Looking through the glass door, a passerby sees only a desk with a security guard, and behind the guard a bank of elevators. But the elevators are fakes; the front entrance leads nowhere.

Those in the know drive their cars into a dead-end brick wall at the end of an alley next to the building. The wall—actually a hologram, a three-dimensional picture—conceals (with Incredible ability) the entrance to SHIELD's huge underground parking

garage. (A real wall of Excellent strength slides out to block the entrance in bad weather and emergencies. Hidden automatic devices retract the wall when vehicles approach.)

In the garage, voice analyzers and retinal scanners identify all visitors. If SHIELD computers cannot identify a visitor, alarms sound in the nearest security post, and two security agents appear in one turn.

Garage walls are reinforced concrete (Excellent strength). A lift-tube and one emergency staircase provide the only access from the garage to the building.

The Main Building

On the 28 floors above ground level, wide walkways surround an enormous atrium. This empty space rises to the ceiling, which is a skylight of bulletproof glass. Nondescript offices and meeting rooms fill each level. Computer terminals give no access to high-security data.

The main level, twice as tall as those above, holds emergency defensive weapons, security robots, and a heavy-duty disposal chamber.

This large room, a featureless floor covered by a shallow dome, destroys scrap metal, broken equipment, and debris. The chamber uses unknown methods, probably a combination of high heat and ultrasound, to inflict Unearthly damage per turn on anything inside until it is vaporized.

Safety switches, clearly marked inside the dome, instantly shut off all equipment and open the single hatchway. This allegedly prevents people from being trapped and hurt inside. But the switches can be overridden, as Nick Fury found out (see "Crimes," below).

Fury escaped destruction in the chamber by leaping through the room's only other opening, an iris door leading to a waste-runoff chamber. This door closes a fraction of a second before the chamber's weapons activate, and provides complete protection for anything or anyone inside.

The rest of the 28 floors pass as any mundane office building. But during



most working hours, except when the building is under attack, the bottom floor slides back to ventilate the true headquarters. And there is nothing at all mundane about this one.

The Lower Levels

The staggering truth: SHIELD Central headquarters extends over two miles straight down into the Earth. The agency's research projects required this incredible depth for safety and security. No surveillance device can penetrate the lowest reaches of the headquarters. And should something go wrong in the research labs, not even an atomic bomb explosion or an accident with the fabulous Power Core could damage the city above (much).

SHIELD Central has 732 underground levels. Naturally, this is a violation of city building codes (and, almost, of natural law), so the extent of the headquarters is classified. During the HQ's construction, engineers tunneled into an adjacent subway route and removed the excavated dirt of all those basements with trains camouflaged as subway cars.

Basement walls are reinforced con-

crete in the upper half mile (Excellent strength), and graphite-whisker alloy below (Remarkable strength). To prevent water leakage—since Manhattan is, after all, an island—the building walls include an eighth-inch thickness of adamantium (Incredible strength) in the upper mile of floors. Fog is a problem, but fog condensers capture the moisture and recycle it in the building's vast plumbing system.

Presumably such a deep building could connect with Subterranea, the colossal network of caverns beneath most of the world. But since accessways from SHIELD Headquarters would lead to the domain of the Mole Man and Tyrannus, this has not been revealed.

Most of the 732 underground levels are not full-fledged floors, but merely access areas for the lift-tubes and utilities. Only the top 30 subsurface levels and the bottom 5 are of any real size. These square floors surround central open-air atria, in the manner of the floors above the surface. Each level measures 4 areas by 4, with the central gap (for simplicity's sake) 2 areas by 2.

Anything or anyone that falls down

into an atrium from above collides painlessly with invisible force fields situated at every tenth story. The fields safely shunt the object to a walkway.

Lower levels 1-30 include agents' quarters, computer rooms, file rooms, routine labs, storage, and the gigantic conference chambers where Nick Fury contacts SHIELD's ruling Council.

The bottom levels contain the advanced research labs and SHIELD's most secret projects. Also here is the ESPer Division, the small but useful bureau of psychically talented agents.

Lift-Tubes

These rapid-transit plexiglas tubes transport agents among the headquarters' many levels. Evidently they move only up and down, but SHIELD technology is certainly up to elevators that move sideways as well. A lift-tube stands nearby (within 1 area) at almost any point in the building.

Lift-tubes transport up to four people at a time at up to 15 stories per turn. The tubes are Good strength material, and the platforms are Excellent strength. The means of propulsion, though unknown, appears to be based on anti-gravity (as is the Helicarrier).

No regular lift-tube runs the entire depth of the headquarters. Most run from the top floor to the 30th basement level. For security reasons, agents traveling to the lower levels must switch tubes at level 30 and again at level 728.

A bank of 12 emergency lifts runs from 732 straight up to ground level, but using these sounds an alarm at every security post in the building. Also, once activated, the tubes go up until they reach the ground floor and release their passengers; only then do they return below for more. The emergency lifts hold 12 people apiece, and can travel at up to 100 stories a turn, fast enough to black out anyone who fails to make a yellow Endurance FEAT Roll.

Nick Fury Vs. SHIELD

What caused SHIELD to disband? The answer lies in the agency's earliest history and its most advanced technology.

Early in SHIELD's career, before Nick Fury became its director, agency

bioengineers developed the Life Model Decoy, a realistic android. The LMDs performed dangerous maintenance jobs in SHIELD's headquarters and aboard its Helicarrier and space station.

One LMD, for unknown reasons, was constructed with an accidental defect: curiosity. The android discovered the LMD laboratories that had created it. This android killed the lab supervisor, took his place, and created a duplicate LMD to take over its own menial duties. Then the android played into its memory the contents of many "personality tapes," SHIELD's recordings of the mental abilities of its agents and enemies.

Armed with the memories and talents of these great intellects, the android resolved to expand on its original programming: maintenance of, not just a reactor chamber or a furnace, but of the entire world. To this end the android decided to take control of Earth.

With the personality of Baron Wolfgang von Strucker, founder of HYDRA and its offshoot AIM, the android infiltrated and finally controlled these villainous organizations. With the financial savvy of Tony Stark, the android acquired a controlling interest in Roxxon Oil Company. Using these titanic resources, the android at last began to take control of SHIELD itself, as a step toward total world control.

He built his own servants, more androids that he called "Encoders," and organized them through a religion that made him their spiritual leader. Meanwhile, he used SHIELD's own ESPer division of psi talents to search the minds of all SHIELD's members. Through them he located candidates for Delta.

The Delta Project

The android yearned to achieve true humanity. Toward that end, he developed the LMD process, refined it, and finally created a true life form... a parasite that drained the form and identity of its victim, replacing it with an emotionless "Deltite."

For the early Delta process, the android required SHIELD agents who rarely questioned authority, loved order, and lacked initiative and imagination. As designed by Nick Fury, SHIELD's organization unwittingly

encouraged just this type of agent. The android kidnapped plenty of suitable candidates and turned them into Deltites.

As he refined the Delta process to more accurately simulate human beings, the android replaced more of SHIELD with his duplicates: the Council, most of the agents, even command-grade officers like Jimmy Woo, Laura Brown, and Jasper Sitwell. But the android discovered that his new Deltites aged rapidly. They could undergo the Deltite process again and be rejuvenated... yet each rejuvenation drained more personality, memories, and feelings from the Deltite duplicate.

The Deltites needed a stabilizing agent, a chemical that retarded aging. Only one compound filled their needs: the Infinity Formula.

The Infinity Formula

During World War II, Sergeant Nick Fury was wounded in a French minefield while trying to elude a Nazi patrol. The French Underground found Fury and took him to a local doctor, Professor Sternberg. The doctor patched Fury together, but he also used the war hero as an unwitting guinea pig for his experimental age-retarding serum.

After the war Sternberg extorted large amounts of money from Fury for annual "booster shots" of the serum. Without this Infinity Formula, Fury would age 60 years overnight; with it, he could live indefinitely at the peak of health. In the mid-1970s, another of Sternberg's "clients," casino owner Steel Harris, murdered the doctor for his formula. Harris then tried the same extortion scheme on Fury.

Harris died in a struggle with Fury, but SHIELD agent Countess Valentina Allegra de Fontaine found and rescued the Formula. Fury has used it ever since. Whether Sternberg had other "clients" is unknown; presumably they have all aged and died as Harris did.

The Deltites tried to duplicate the Infinity Formula but were unsuccessful. The compound was chemically unstable, and it mutated in Fury's body. Therefore, the Deltites required Fury himself, and the Formula in his veins.

Discovering some details of the android's plot, Fury ran. A fugitive from

his own agency, Fury evaded pursuit for some time. But at last the Deltites lured him to SHIELD's orbital space station, where they meant to kill him so that they could live forever.

The Final Confrontation

One of their own number proved to be the Deltites' downfall. They had turned Clay Quartermain, generally viewed as the ideal SHIELD agent, into the most advanced Deltite yet. He achieved so much humanity, in fact, that he came to regard the Delta plan as barbaric and inhuman.

Quartermain sabotaged the space station, destroying it, himself, the android, and all his Deltites. Since the android claimed to be the power behind SHIELD's rival organizations, HYDRA and AIM, presumably the cores of those organizations perished, too. Fury and his remaining loyal SHIELD agents escaped.

When they reported the evidence of SHIELD's treason, the United Nations passed Resolution 487:

"It is decided that SHIELD, having proved to be a major international security risk, be immediately disbanded. All operations shall be terminated, installations neutralized. All remaining personnel are to be debriefed and discharged."

Fury reorganized a new SHIELD of sorts, quite unlike the old one: an elite group of a few trusted companions, such as his World War II buddies Timothy "Dum Dum" Dugan and Gabe Jones. They have taken it upon themselves to close down each of the separate SHIELD headquarters for good.

NPCs

Colonel Nick Fury

Former SHIELD Public Director

F A S E R I P

In Ex Gd Rm Ex Ex Gd

Health: 100

Karma: 50

Resources: Am(50) Popularity: 50

This is an abbreviated listing of Fury's abilities. For a complete description, consult MU2, *Gamer's Handbook of the Marvel Universe*.

Nick Fury feels remorse and guilt at SHIELD's downfall. The android's plot was succeeding only because of Fury's own mistakes in organizing SHIELD, and Fury is well aware of that. Now he tries to atone for

SHIELD's excesses by wiping out its remnants.

KNOWN POWERS:

Body Armor. Kevlar vest, Typical versus physical attacks, Poor versus fire.

Weapons. Needle gun: Excellent damage (Edged Throwing column), range 6 areas, 300 rounds. Made of Excellent material.

Fury also uses machine and force pistols.

Reduced Aging. Fury's aging rate is reduced by a factor of 5.

Talents: Military, Espionage, Leadership, Marksman, First Aid, Martial Arts A, B, D, E, and Wrestling. Pilot of aircraft and spacecraft. Demolitions expert, (+1 CS on explosives matters).

Contacts: Close ties with Captain America, Mockingbird, other Avengers, the highest levels of the US Government, and many other national governments.

Typical Dialogue: "Come on, ya goldbrickin' louse! You think I got all day? Get me that sub-ionizer or in five seconds we're all gonna be toast!"

Clay Quartermain

F A S E R I P

Ex Gd Ty Gd Gd Gd Gd

Health: 46

Karma: 30

Resources: Ex(20)

Popularity: 2

Perhaps the finest SHIELD agent in the rank and file, Quartermain showed no leadership ability but otherwise excelled in every pursuit. For a time he traveled with Rick Jones and Bruce Banner, alias the Hulk. In that time, his independent nature produced friction with the corrupt SHIELD leadership. This kept the Deltites from encoding him until the final phase of their program, when their technology reached its peak.

Appearance: 6'1", 175 lbs. Tall, muscular, handsome blonde man. Wide grin and somewhat headstrong manner.

Talents: Military, First Aid, Detective/Espionage, Martial Arts A, B, and E, Wrestling, Marksman. Quartermain was also an excellent combat driver and could pilot aircraft.

Deltites

F A S E R I P
Gd Ty Ty Gd Ty Pr Pr

Health: 32

Karma: 14

Resources: Ex(20)

Popularity: 0

Appearance: Like the SHIELD

agents they were recruited from. Lower-level Deltites wore monk-like brown robes and often carried 7-foot wooden staffs (Good strength). The Deltites had access to all conventional SHIELD equipment.

Talents: Varied. All SHIELD agents had Military, First Aid, and Detective/Espionage talents, and retained them as they were encoded.

CRIMES

When SHIELD disbanded, agents abandoned SHIELD Central in Manhattan, as well as the many other offices around the world. But the headquarters did not remain empty for long.

When Fury and his new SHIELD group tried to use a computer virus to wipe the memory banks at SHIELD Central, the headquarters attacked them. Cargo robots chased them, and the disposal chamber (see above) almost fried Fury when he couldn't work the overrides.

Captain America helped Fury and his friends escape. The Avenger guessed accurately that the super-criminal Machinesmith, who can control robots and computers, had occupied SHIELD Central. Whether Machinesmith still controls the building remains to be seen.

(For Machinesmith's statistics, consult MU2, *Gamer's Handbook of the Marvel Universe*.)

CAMPAIGNING SHIELD

In the campaign world, the Judge can decree that SHIELD has disbanded "offstage"; run the downfall of SHIELD as an adventure for the player characters; or even keep SHIELD intact, though this deviates from the established Marvel Universe. Each option offers different campaign possibilities.

Offstage Collapse: The PC heroes follow developments in the newspapers or via high-level contacts. Nick Fury might enlist their aid in closing down a SHIELD base (and perhaps Machinesmith has taken over that one, too?). Renegade agents may offer the heroes SHIELD technology, or get them to prevent other renegades

from offering the stolen technology elsewhere.

Stopping SHIELD: Player characters hear that Nick Fury has turned traitor. SHIELD agents threaten them with prosecution if they aid Fury. Then, of course, Fury shows up to ask their help. Or is this an LMD duplicate of Fury that SHIELD has sent as a trap? (Of course not. But let the players sweat over the possibility.)

The heroes join Fury on his quest to find and expunge the corruption in SHIELD. Deltite Encoders, well-armed fanatics in monks' robes, try to capture them. SHIELD agents attack in the most unexpected places. Major clues turn out to be traps or elaborate red herrings.

The PCs and Fury finally make their way to the space station (or other backdrop for the final showdown) as either prisoners or spies. They must locate evidence of SHIELD's treason to present to the United Nations, escape the station, and preferably blow up the Deltites and their android leader. They can enlist the Deltite Clay Quartermain to help them.

Stress the emotional moments here: the deaths, or second deaths, of long-time SHIELD figures like Jimmy Woo and Jasper Sitwell; the corruption of all Nick Fury has held dear; the horror of the Deltites' religious fanaticism.

SHIELD Stays Around: The super-agency serves as an equipment source, information network, training ground, and high-power contact. SHIELD can call in PC heroes to help with a situation too big for the agency to handle—but that would have to be a big situation!

The Judge must decide whether to establish SHIELD as corrupt in the campaign world. In general, avoid portraying this corruption unless it leads into the "Stop SHIELD" adventure described above. Player characters will treat SHIELD as a villain agency, and its campaign function then resembles HYDRA's or AIM's. But since SHIELD remains publicly respectable, heroes who fight against it lose public favor. This alters the dynamics of a campaign, so think carefully before letting SHIELD go bad.

TIMES SQUARE

OVERVIEW

This is the center of New York's Theater District. Once quite fashionable, Times Square is now one of the biggest fleshpots in the world. By day it is crowded with commuters and office workers, but at night crime runs rampant.

Address: Broadway at Seventh Avenue.

THE AREA

The Theater District hosts over three dozen theaters and well over a hundred restaurants that cater to the theater crowd. One of the great centers of night life in New York, it attracts thousands of tourists and socialites.

Its heart lies on a short private street next to Broadway between 44th and 46th Streets: Shubert Alley. Here on this short street, forbidden to vehicles, theatergoers attend the Shubert and Booth Theaters, then drop into the famous Sardi's restaurant at intermission or after the show. About 40 other theaters cluster around Broadway from 40th to 53rd Streets.

On Seventh Avenue near 44th, a discount ticket operation always attracts large crowds of theatergoers hunting for last-minute bargains. (Empty seats for the evening's performances are sold at half price.) Villains can always use this crowd as handy hostages: "All right, hero, let me outta here or the civilians get it!"

The Algonquin Hotel (44th Street between Fifth Avenue and Avenue of the Americas) once hosted the famous "Round Table" of intellectuals. Robert Benchley, Dorothy Parker, Alexander Woollcott, and many other literary talents gathered here to eat well and trade witticisms.

Port Authority Bus Terminal

Those who can't afford to fly or take a train to New York and don't own a car—in other words, the poor—arrive in Manhattan at the Port Authority Bus Terminal, one of the biggest in the world (for what that's worth). The building links directly to the Lincoln Tunnel and nearby subway lines.



Almost 6,400 buses from 36 companies arrive at this ugly building every day, unloading tens of thousands of visitors, hopeful immigrants, runaways, crooks, con men, and crazies. The hopeless among them often wander Times Square, begging or drinking or worse.

Transit Authority police, the officers who patrol the subway cars that run beneath New York City, have called the IND subway stop at Eighth Avenue "the most dangerous in the city." It's a block from Times Square.

DESCRIPTION

Times Square is not square, but an elongated triangle bounded by Seventh Avenue, Broadway, and 42nd Street. However, Broadway is, in fact, very broad, so the area covers as much space as any typical town square.

History

The landmark that Times Square was named for, the Times Tower, was (briefly) the second-tallest building in New York when it opened in 1905—all of 375 feet tall! This was the early home of the *New York Times*. The newspaper later moved a few blocks away, and the building was remodeled and renamed One Times Square. The tower is now the Allied Chemical Tower, the nation's most famous spot

on New Year's Eve. Tens of thousands gather each year to watch the mirrored ball fall down a high pole to the Allied roof; when the ball hits, it is exactly midnight, and the new year begins.

Times Square's peak moments came at the end of World War II, on "V-E Day" (Victory in Europe) and "V-J Day" (Victory in Japan). Hundreds of thousands gathered to watch the *Times* news ribbon, a belt of light bulbs that spelled out news stories in the days before TV. When it announced that the enemy had surrendered, the crowd roared a yell that people heard two miles away. (The news ribbon ceased operations in 1978.)

The Scene Today

The side streets still draw upper-class crowds to theater openings, but since the end of World War II Times Square has catered to a different style of night life.

"Grinders," seedy movie houses that never close, show low-grade splatter films and pornography. Massage parlors, penny arcades, peep shows, tacky souvenir shops, and greasy fast-food places all grab for customers. Neon billboards glare everywhere, pushing beverages and cigarettes and food.

Smells of greasy chicken, greasier burgers, and mysterious ethnic food assail the nostrils. So do worse

smells, because the derelicts on the sidewalks keep street cleaners from cleaning up all the garbage. Now and then peep-show workers spill bowls of used disinfectant onto the walks.

By day, especially early in the day, the people in Times Square look like those on any other street in lower Manhattan. The usual business types and tourists head to their usual errands.

But at night, con men, junkies, pushers, aberrants, and nuts converge on the area. Hawkers pass out tickets to the burlesque houses. Grotesque street performers do flips and cartwheels. Bag ladies talk, very loudly, to nobody. Panhandlers beg aggressively. Amid it all, overwhelmed tourists cling in tight groups and watch in fascination.

Notable Establishments

The Bizbo, one of many shoebox-shaped theaters that dot the square, shows 1940s classics. Daredevil once battled the super-assassin Bullseye here.

Many burlesque houses advertise their nude dancers with amazing posters outside the entrances. Back in the early decades of this century, these houses featured classic vaudeville performers, including Nathan Lubensky (now a resident at May Parker's boarding house; see Chapter 1).

A police substation on 42nd Street opposite One Times Square administers Operation Crossroads, an NYPD operation that tries futilely to clean up crime in the square. Eighty uniformed officers, some on horseback, patrol the square regularly, providing an illusion of order. (For police statistics, see "New York's Finest" in the next chapter.)

Covenant House, a non-sectarian child-care agency, runs nine residences for runaways in New York. The busiest residence, a 24-hour crisis center called "Under 21," is here in Times Square.

Nearly 20,000 runaway children under 16 hit the streets of New York each year, many arriving at Times Square via the Port Authority Bus Terminal. The vigilantes Cloak and Dagger, who live in nearby Holy Ghost Cathedral (see "Hell's Kitchen" earlier in this chapter), protect as many runaways as they can from the "chickenhawks" that prey on them.

The Gem Theater

On 42nd Street, amid movie houses showing splatter flicks and pornography round the clock, stands the Gem Theater, an ugly, white, four-story building. The ground-floor cinema specializes in Westerns, double bills from the great days of Hollywood. Ricketty stairs lead up to dingy office space.

A small office on the Gem Theater's third floor became the first New York home for Luke Cage, Hero for Hire (later Power Man). Cage's office contained a broken wooden desk, two chairs, and sundry small furniture that Cage often broke when angry. His business cards gave the number for the pay phone in the hallway.

After Cage joined up with Daniel Rand, alias Iron Fist, they acquired better headquarters on Park Avenue. They retained the Gem Theater office for "special" clients. Rand later died; Cage was wrongly accused of his murder, and is now a fugitive.

NPCs

Josie

Streetwalker

F A S E R I P

Pr Ty Ty Ty Ty Gd Pr

Health: 22

Karma: 20

Resources: Poor(4) Popularity: 0

Appearance: 5'6", 110 lbs. Very thin, short hair (color varies), pouty look (very popular). Dresses in jeans cut-offs and tube-tops, showing much skin.

Talents: For game purposes, none.

Typical Dialogue: "Gee, yeah, I know that guy. Real winner, kept muttering about blowing up buildings. Whatcha lookin' for him for?"

Story Function: Josie's "boyfriends" include some of the top criminal figures in the city. She often hears rumors of interesting developments, and if a "boyfriend" has stood her up, she gets mad enough to tell anyone about it. So she can be a good-natured informant for the heroes. Daredevil has employed Josie in this fashion in the past.

CRIMES

"Because New York City crack dealers increasingly refuse to take \$1 bills, local merchants in drug-sales areas report a brisk business selling \$5 bills for \$6."

—Chuck Shepherd,
"News of the Weird"

(syndicated column) February 1989

Some have said that if the city of New York tried to design a center for crime and drug abuse, they couldn't do a better job than Times Square. The round-the-clock movie and restaurant schedule gives night people a place to hang out; the flesh business attracts people in the mood for vice. The two meet, and the rest is iniquity.

A would-be drug dealer newly arrived at the Port Authority Bus Terminal can walk a few blocks to a blood bank, sell a pint of blood, and spend the money on a knife at the knife shop three doors down. Then he uses the knife to mug someone or slit open a drunk's pocket and steal a wallet. He takes this loot, buys a kilo of dope, and sets up shop in the nearest shadowy doorway. He has been in town half an hour and is already in business.

Times Square, then, is a factory for criminals.

CAMPAIGN USE

Manhattan: Since the Square is a factory, player-character heroes can capture as many dealers, pimps, con artists, vandals, junkies, and maniacs as they like, and there will always be more. Judges should use it as a picturesque spot to stage a casual encounter prior to a bigger adventure. Let the PC heroes prevent a mugging or catch a dealer to blow off a little steam, grab some Karma, and relax.

Times Square can also be a meeting place. Heroes can get tips from lowlife informants or plant rumors on the underworld grapevine. They can meet young runaways, still uncorrupted, and lead them into better lives (perhaps lives that regularly involve the heroes in new scenarios?).

Other Cities: Every metropolitan area has a district like Times Square, if not on its scale or quite at its depth. A well-run super-hero campaign needs such an area, for the reasons given above.

THE UNITED NATIONS

OVERVIEW

The world's capital, in name if not practice, is the United Nations complex in Manhattan. Diplomats of most of the countries of Earth meet at the UN to try to resolve international conflicts peacefully. Villains and invaders come here to broadcast their threats or demands worldwide.

Address: First Avenue between 42nd and 48th Streets, facing the East River. This area, donated by John D. Rockefeller, Jr., is not United States territory. It is under UN jurisdiction. See the map included in this boxed set.

THE AREA

The UN territory was once covered with slums, junkyards, and even a slaughterhouse. Now it is a showplace of modern architecture, a tourist center, and as prosperous as nearby Midtown. Between First and Second Avenues on 42nd Street are the hotels and apartments of Tudor City. The next block west holds the office building of the *Daily Globe*, archival of the *Bugle*.

North of the UN are the twin 32-story apartment towers of the United Nations Plaza. Many diplomats and their staffs stay in these posh quarters. One of the most lavish penthouse suites is usually empty but kept spotlessly clean. It is always ready for an unexpected visit from its owner, a foreign ruler who occasionally comes to the UN: Doctor Doom.

Ordinarily Doom stays in the Latverian Embassy while visiting New York. But Doom always has an alternate refuge in the event of attack or pursuit. From this suite he can communicate with his castle and robots in Latveria. The link is hidden behind a wall panel in the suite's master bedroom.

Across a 700-foot (5-area) stretch of the filthy East River and just north of the UN complex is Roosevelt Island, formerly Welfare Island. This was once a prison complex, but the prison has been moved to Ryker's Island. Roosevelt now has two hospitals for the aged and infirm (Coler Memorial

and Goldwater Memorial), new residential housing, and (at the southern end of the island) the Delacorte Geyser, a waterspout that irregularly belches a 400-foot plume of boiling water.

Roosevelt Island is linked to Manhattan by the Queensboro-59th Street Bridge (see "Bridges and Tunnels" in the previous chapter). Running next to the bridge is a tramway from the residential development to Manhattan. The steel framework is of Remarkable strength and carries subway-sized passenger cars of Excellent strength. The two electrical rails that power these cars inflict Remarkable electrical damage on contact.

DESCRIPTION

The United Nations was created by 51 member nations after World War II. Rockefeller donated the land for its New York quarters in 1946. The first building was occupied four years later, all the rest by 1961. Today 159 nations belong to the UN—almost everyone in the world except for Switzerland and half a dozen minor countries in Africa, South America, and the south Pacific. Some small nations do not actually send representatives because of the cost. Both Latveria and Wakanda are members, but Atlantis is not.

The United Nations complex consists of four main buildings. All are connected by passageways. The entire complex, including the parkland to the northeast, is surrounded by a high iron fence of Good strength.

The General Assembly Building

This is the low, curved, domed building where all UN delegates gather in a huge conference chamber. The building has seven doors (donated by Canada) that lead to a large foyer with an information desk (Typical strength wood). On the foyer wall hangs a large needlepoint tapestry, the "Peace Rug."

To the right of the foyer is a small V-shaped "Meditation Room." In the center of this room stands a block of iron ore that represents timelessness. Since heroes in a battle seldom have

time to meditate, they may want to know that the block weighs about 400 pounds and is of Incredible strength. The Meditation Room also includes a stained-glass window (Feeble strength) by the famous artist Marc Chagall.

The entrance to the Assembly Hall lies to the foyer's rear. This chamber measures 115 feet (one area) by 165 feet (1½ areas). At the near, lower end, it is a bit over 45 feet (the equivalent of 3 areas) high, and at the far end it rises to 75 feet (5 areas).

The chamber is done in a muted blue color scheme intended to soothe harsh feelings (sometimes it doesn't work). The back wall, behind the speaker's rostrum and the dais seating the senior staff, bears the familiar emblem of the UN. Murals decorate the side walls.

Tourists view the Assembly meetings from galleries above the floor. Translators sit in glass-walled booths above the chamber, making simultaneous translations of speeches. Translations are relayed to earphones at each delegate's desk and visitor's seat. Listeners can choose any of the UN's six official languages—Arabic, Chinese, English, French, Russian, and Spanish—using a knob on the headphone console.

The General Assembly meets in regular session for three months each year, from late September to mid-December.

The Secretariat Building

The tall skinny skyscraper behind the General Assembly is the Secretariat Building. This 39-story structure holds offices of the many agencies and organizations the UN either administers or supervises. See "UN Councils and Agencies," below.

The Secretariat is made of Vermont marble (Excellent strength) with glass and steel panels (Feeble strength). The building has 18 elevators, a medical center, and a cafeteria.

Over 5,000 employees work here, including 235 guards. (Treat these as police officers; see the next chapter, "New York's Finest.") Others are translators, press attaches, printers,

lawyers, and tour guides in colorful native dress.

In front of the Secretariat Building stands a marble fountain bearing an abstract sculpture of the modern variety that brings puzzled frowns or chuckles to many citizens of Manhattan.

The Conference Building

Facing the East River, the low Conference Building connects to the General Assembly through a wide corridor.

The building is 4 stories tall. The basement holds recording studios, printing presses, darkrooms, and maintenance equipment. The first through fourth floors hold, respectively, Conference Rooms, Council Chambers, Delegates' Lounges, and the Delegates' Dining Room and another cafeteria.

The three main UN councils meet on the second floor. Each of the three chambers has walls of Good strength and furnishings of Typical strength.

The Security Council chamber is blue and gold, with a wall mural. There is a 200-seat public gallery.

The Economic and Social Council meets in a plain white room with exposed heating pipes and a large picture window.

The Trusteeship Council chamber, decorated in rare woods, features a large and beautiful statue of a woman releasing a bluebird. Made of teak, the statue weighs 250 pounds and is of Typical strength.

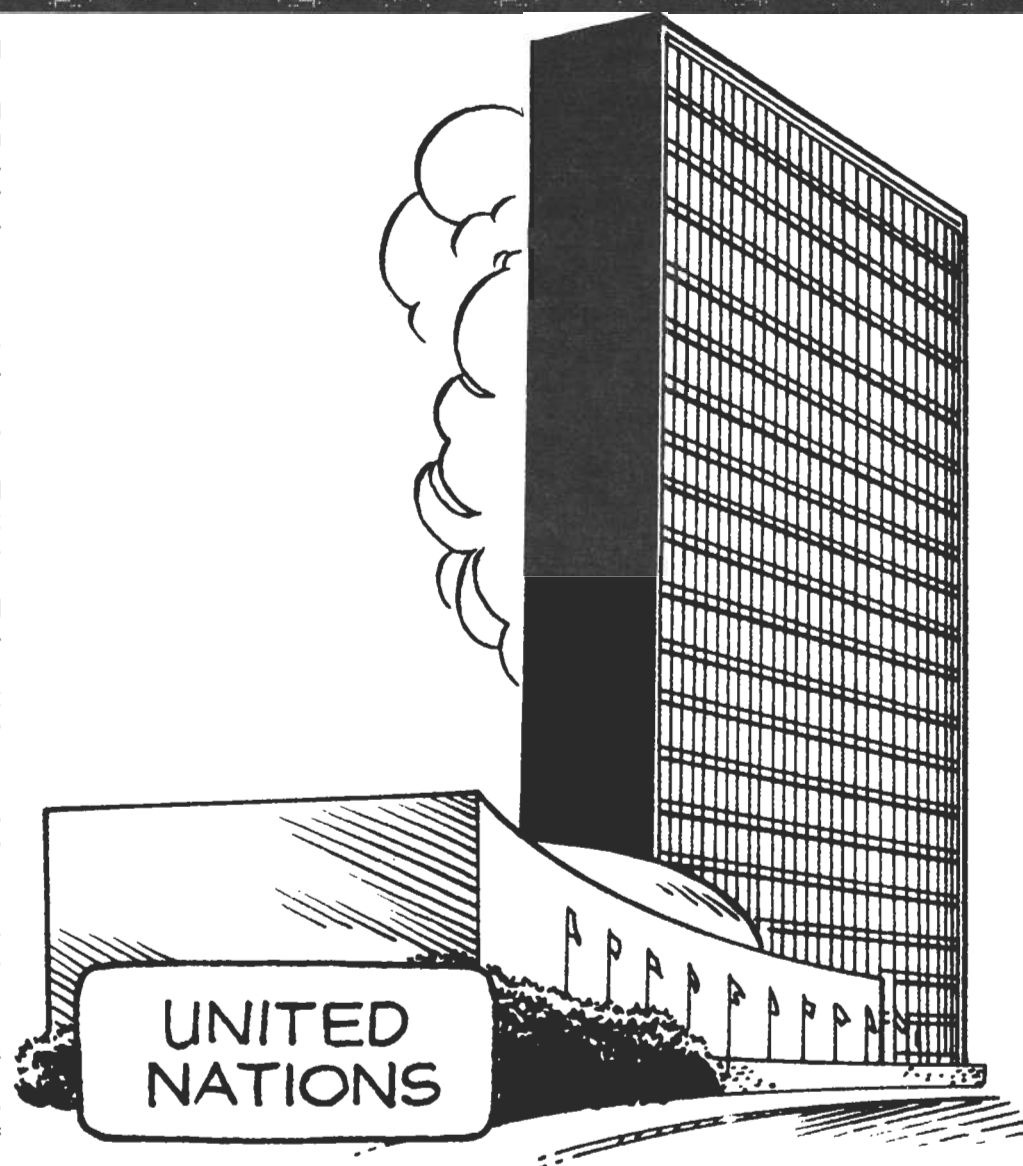
The functions of these councils are briefly described later in this section.

The Dag Hammarskjöld Library

The Library, connected to the Secretariat Building by a corridor but separated from the others by a wide concrete plaza (about 4 areas wide), is named after the second Secretary-General of the UN. It is made of marble (Excellent strength). Over 380,000 books are available for the delegates' use, as well as newspapers, microfilm, and a huge collection of maps.

Other landmarks in the UN Plaza include the Statue of Peace, to the north, and the Peace Bell, in front of the Conference Building. In a small park tourists can look out on the East River.

The whole complex is the work of architects from a dozen different



countries, led by Wallace K. Harrison, Le Corbusier, and Oscar Niemeyer. It is a beautiful architectural landmark.

UN Councils and Agencies

The councils of the United Nations consist of small numbers of member nations, either elected or permanently installed, that serve specific purposes within the larger UN framework.

The Security Council is the real power at the UN. Its 15 members vote on all important questions. Five members hold permanent seats (the US, USSR, China, the United Kingdom, and France); the rest are elected every two years. Measures require 9 votes to pass—and these must include affirmative votes from all five of the permanent members. In this way the powerful nations keep the others in line and prevent unfavorable legis-

lation from going through.

The Economic and Social Council attempts to improve living conditions around the world. To this end it considers such questions as population, the environment, human rights, and health.

The Trusteeship Council administers and supervises territories temporarily placed under UN jurisdiction, such as war zones. It also works for the well-being of citizens of "non-self-governing territories" claimed by member nations. The only remaining territories of this type are the US islands in the Pacific.

In addition to its own councils, the UN has formal relationships with many other inter-governmental agencies. These include the World Health Organization, the International Monetary Fund, the cultural organization

UNESCO, and, until recently, SHIELD.

Because UN member nations were unwilling to permit SHIELD to exist without some controls, the original UN approval of that international law-enforcement agency included a provision forcing SHIELD to disband at UN demand. After Colonel Nick Fury uncovered the pervasive corruption in SHIELD (see "SHIELD Headquarters" in this chapter), the UN exercised this option and formally disbanded the agency.

Function

The UN Charter, at least nominally accepted by all member nations, is to save future generations from war; to support human rights; to work for justice and respect for obligations in international law; and to promote social progress and better standards of living.

Over the decades since it was established, the UN has seldom achieved these goals. But though it remains basically ineffectual, even most critics agree that it is better to have it than not. In some chronicles of alternate futures of the Marvel Universe, the UN gradually grows more powerful and becomes a world government in deed as well as name. But as with all the alternate futures depicted, this may or may not actually happen.

DIPLOMATIC IMMUNITY

Delegates and their staffs are not subject to US legal jurisdiction. This means they can commit any crimes, up to and including murder, without fear of punishment. This also applies to reigning monarchs visiting from other countries.

Because of this immunity (also enjoyed by US envoys to other nations), the Fantastic Four has never been able to just haul Doctor Doom into the local police station. He is, after all, the recognized monarch of Latveria, a UN member nation.

Usually delegates are responsible citizens who would never commit any crime. But abuse of diplomatic immunity is, if not common, certainly not unknown. The only thing law enforcement officials can do is extradite the offender, and hope that he or

she is brought to trial under the home nation's laws.

Judges can use diplomatic immunity creatively in scenarios. If the villain is immune, the heroes who catch him must decide whether to obey the law and let him go, or punish him and create an international incident. Both courses of action can lead to interesting adventures, and the Judge should be prepared to deal with both.

As a variant of this idea, recall that the UN complex itself is not in the United States. Conceivably a villain might exploit this idea, to escape prosecution—though in practice, the UN extradites to the United States ordinary criminals caught on its grounds as a matter of course.

ATLANTIS AND THE UNITED NATIONS

Atlantis has petitioned repeatedly for membership in the UN, both under its previous ruler, Prince Namor, and more recently. Because of the underwater nation's warlike behavior, however, the Security Council has always recommended against Atlantean applications. (Membership in the UN is technically open only to "peace-loving" states. This restriction seldom applies to air-breathing nations, leading some to attribute the Atlantean ban to racism.)

But Atlantis, like some other non-member nations, maintains an observers' post in the UN Conference Building. Diplomatically speaking, this is one step below a consulate; the five Atlanteans at this post have no diplomatic immunity and cannot grant visas (even if Atlanteans used them), give asylum, or do anything official. But their special suite beneath the Assembly Building, accessible by a ladder in an inconspicuous closet on the main floor, is immersed in clean, cold sea water. So it could sustain the life of a rogue Atlantean or other water-breather that the PC heroes come across. See Campaign Use, below.

NPCs

Names of the delegates from Latveria and Wakanda have not been revealed, nor have the names of Atlantean observers. Names of the

delegates from other nations are available in the public library.

Delegates have Typical abilities, except for Reason of at least Good level (one hopes). They have Popularity ratings of 5, Remarkable Resources, and very high level Contacts in politics and business.

CRIMES

Never mind that UN delegates make a living accusing each other of sundry crimes against humanity. The UN complex seldom sees much actual wrongdoing of the comic-book variety. However, when such crimes occur, they can be Earth-shaking.

Aliens ready to conquer "puny humans" usually like to announce their plans and give the world's governments a chance to kowtow before them. The best place to make such an announcement is the UN General Assembly.

Villainous masterminds sometimes make threats before the Assembly. Typically these threats involve the destruction of the Earth or its societies, unless the member nations pay a monumental ransom. Since the United Nations is chronically underfunded, it would seem unlikely that it could afford a ransom. But in the face of immediate global extermination, member nations have sometimes been willing to pool their resources. Fortunately (?), this international cooperation has never proven necessary, since the heroes have always foiled the masterminds' plots.

Magneto visited the UN on at least two occasions during his criminal career, both times to demand that the world be turned over to the rule of *homo superior*—mutants. This idea proved unpopular, to say the least.

The Avengers defeated Magneto and his evil mutants on the first occasion. The second time, Magneto brought Alpha, the so-called "Ultimate Mutant." Magneto had created Alpha using technology he'd discovered beneath the deserts of the Southwest. (It was left for him by the master geneticist Maelstrom.) At Magneto's command, Alpha levitated the entire UN complex half a mile into the air, the better to force the diplomats' compliance.

Alpha, evolving by the moment toward super-human intelligence, finally saw Magneto for the evildoer he was.

Alpha returned the UN complex to Earth and wiped the incident from the memories of all concerned—except the Defenders and Professor X, who had fought Magneto. Alpha then turned Magneto and his evil brotherhood into infants (temporarily, of course) and launched himself skyward, to seek his destiny elsewhere in the universe. Alpha's current whereabouts are unknown.

By the way, levitating the UN complex requires CL5000 power.

CAMPAIGN USE

The UN functions best in stories as either an exotic backdrop or a jumping-off point for an adventure that

takes the player-characters elsewhere in the world (or off it).

The United Nations, like the Statue of Liberty, is too well recognized as a New York landmark to be relocated elsewhere. Heroes can visit Manhattan from elsewhere and have an adventure at the UN as a "regional encounter."

The heroes might be visiting the UN as tourists when the aliens decide to land. Hearing alien spear-carriers announce the upcoming conquest, the heroes can beat them up in a battle royal in the General Assembly. But be careful—if they allow a diplomat to be injured, it could start a war! Then the PCs can find a transportation device on the victims, use it to reach the main

invasion fleet orbiting overhead, and suddenly the Judge is running a full-scale outer-space extravaganza.

Heroes might want to visit the UN without necessarily wreaking havoc there. They could encounter an Atlantean out of water as part of another adventure. His or her life-support unit is running low, and the river is too polluted to breathe. So the PCs must take their charge to the Atlantean observers' post. Do the staffers there have a vital mission that will take the PCs to Atlantis? Only the Judge knows.



YANCY STREET

OVERVIEW

This tough Lower East Side neighborhood was the childhood home of Ben Grimm, who later became the Thing. The teenage gangs here are an ongoing problem—and a source of human-interest adventures for PC heroes.

THE AREA

The filthiest, most rundown part of the Lower East Side. For more information, see Chapter 2.

DESCRIPTION

Yancy Street starts at a dead end and ends at another. From a circular courtyard amid the Seward Park Houses, it runs southeast across Thompson Avenue, East Broadway, Henry, and Madison Streets. After not quite four blocks, it stops dead amid the La Guardia Houses, just a brick's throw from the Lower East Side Elevated Highway. Yancy Street runs parallel to Clinton on one side and Jefferson on the other. Appropriately, this is a one-way street.

A visitor unfortunate enough to stumble on Yancy Street first notices the smell: garbage, sewage, dead animals. All rot the way the whole street is rotting.

Derelict cars, stripped of tires, rust by the curbs. Spilled garbage cans draw alleycats and wild dogs. Graffiti defaces every street sign; Yancy Streeters don't like directions. Every wall carries its share of graffiti, too; Yancy Streeters don't like clean spaces.

Brick tenements, boarded over and barely standing, shelter no one but junkies and teen gangs. In better days Ben Grimm lived in one of these. The superintendent, Mr. Knudsen, went to prison for strangling Mrs. Knudsen. That's the kind of neighborhood this was.

The Gangs

It still is, only worse. Today, gang warfare has amplified the traditional blights of poverty, addiction, distorted

family ties, and crime. Ben Grimm calls Yancy Street "a pile of junk."

Most teenagers and young men on Yancy Street join one of many kid gangs. These organize along racial and ethnic lines and often survive for generations.

The biggest, straightforwardly named the Yancy Street Gang, exceeds 120 members. It meets in the basement of the tenement where Ben grew up. Now the building is abandoned, except for the gang members.

Ben Grimm's older brother Dan belonged to this gang, but he died in a rumble when Ben was eight years old. Despite this example, Ben grew up, joined the gang, and eventually led it himself. Only when his parents died and he moved away from Yancy Street did Ben finally begin to straighten out.

The Yancy Street Code

The Yancy Streeters have always taunted Ben Grimm ever since he became famous as the Thing. Their hatred springs from his violation of the code of Yancy Street: Never leave.

"Anybody can make it out there, in the soft life," says one gang member. "The trick is ta stay here, stay right here, an' make it. An' survive."

Heroes who want to help Yancy Streeters solve their problems, or pry youths away from the gangs, have to face this sick attitude and defeat it. One gang member at a time.

NPCs

Statistics for gang members, typical "Young Thugs," are on page 63 of the Judge's Book. Gang leaders may be older, with stats as the full-grown "Thug" on page 62 of that rulebook.

CRIMES

Name the petty crime, Yancy Street has suffered it for decades. Now gang members murder one another with sub-machine guns for shares of the drug trade. The killers strike quickly, against the rival gang's headquarters or other meeting place. They saturate the area with gunfire for perhaps ten seconds (two turns), then drive away

at top speed. It all happens so fast that heroes usually can't do anything but clean up.

CAMPAIGN USE

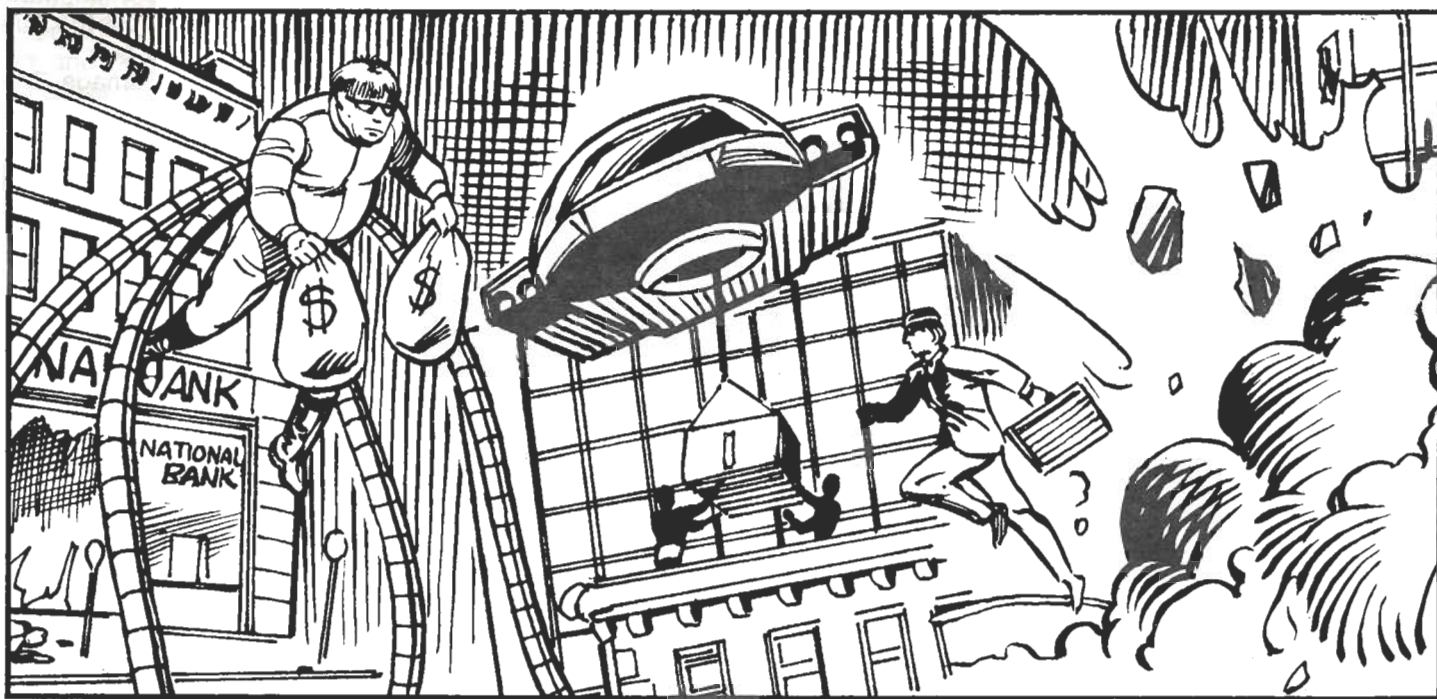
Manhattan: Gang warfare is a growing problem in society. Yancy Street brings this problem home to PC heroes who want a change of pace from stopping bank robberies or rescuing the galaxy. Heroes wandering Yancy Street can befriend a picked-on kid (who becomes a hero's sidekick) or tough dog (who becomes a team mascot).

Since a lot of Yancy Streeters become criminals, the criminals in other parts of the city may well come from Yancy Street. The Judge can put their families there. Heroes who want to find a villain's whereabouts, motives, or secrets could investigate his or her family. This gives the Judge a chance to flesh out a villain and make him more than just a costume and some powers.

Other Cities: Yancy Street is easily transportable. Every city has a tough neighborhood like this one.



CHAPTER 4: THE FORCES OF GOOD AND EVIL



NEW YORK'S ORGANIZATIONS

When running super-heroic role-playing adventures, MARVEL SUPER HEROES™ Judges often throw cops, thugs, and stoolies into their stories. Judges don't need statistics and write-ups for these spear-carriers; they're usually just obstacles or plot devices to convey information to the player characters.

Still, organizations employ these people. And a lot of organized spear-carriers add up to an army that even a super human has to notice. Judges who give these organizations an active role add new depths to their campaigns. And as the organizations interact, new plot ideas spring up.

FORMAT

This section details a few of the established organizations that play a part in adventures in Marvel Universe's Manhattan. The listings describe each organization under the

following headings:

Background: what the Judge needs to know about the organization.

Motives: its beliefs, objectives, and purposes. These indicate the reasons the organization gets involved in an adventure and the events it sees as opportunities.

Methods and Income: usual activities and how it goes about achieving its goals. This can indicate how often the organization does something that brings it to the PCs' attention.

Personnel: the organization's typical and notable employees, their skills and equipment, and the way they advance in the group's hierarchy.

Story Function: the organization's usual role in adventures. Judges who want to improve their storytelling abilities should examine this section closely. Also, study the *Adventure Book* scenarios that use these organizations.

ABOUT ORGANIZATIONS

There are many organizations in Manhattan and the Marvel Universe.

Some are covered in the Hotspot listings in previous chapters (e.g., Empire State University) or in other MARVEL SUPER HEROES™ game supplements.

These supplements also describe many of the organizations most often seen in Marvel Comics, small groups of super-powered heroes or villains. This supplement is concerned with alliances of (usually) ordinary human beings.

Many, like the Sanitation Department or Postal Service, seldom figure in super adventures . . . though the Judge can take that as a challenge, not a taboo. (Let's see, a magical amulet accidentally gets thrown out in the trash, and the heroes have to scour every garbage truck in Manhattan to find it. Yeah!)

The organizations described here provide springboards for many role-playing scenarios. These include the New York Police Department; the organized crime "families" collectively known as the Maggia; and Damage Control, a business specializing in repair and restoration of property damage that occurs in super-powered battles.

DAMAGE CONTROL

A world in which super humans do their thing is exciting, but it can also be dangerous and frequently devastating. Damage Control is a profitable Manhattan company that cleans up damage after super battles.

BACKGROUND

Damage Control has been around for at least 17 years, long before the modern age of super humans. Its director of operations, Anne Marie Hoag, established many powerful social connections as a catastrophe specialist using advanced technology.

In one of her early triumphs, Damage Control prevented the Lincoln Tunnel from collapsing. Though the government kept this near-disaster out of the news, Mrs. Hoag earned a lot of favors. (Not until much later did anyone find the cause of the near-collapse: excavations beneath the Earth's surface by then-undiscovered Subterraneans led by the Mole Man.)

When the Fantastic Four and the Avengers, the first groups of super-powered heroes of the modern age, set up shop in Manhattan, Mrs. Hoag foresaw the potential damage their activities might create. She bid low to obtain Damage Control's first job for the heroes themselves: restoring Tony Stark's townhouse (later Avengers Mansion) after the first battle between the Avengers and the Masters of Evil.

Shortly afterward, Mrs. Hoag called in favors at Stark International and Fantastic Four, Inc. Obtaining the best construction and debris-removal technology then available, Mrs. Hoag went to New York City's Board of Estimate to propose her new "premium repair service." The city government expressed little interest in her proposal until Prince Namor led Atlantis's first invasion of Manhattan. The resulting damage convinced many board members of the value of Mrs. Hoag's service, and the first battle between the Thing and the Hulk removed all doubt.

Since then, Damage Control, among many competitors, has received the most lucrative repair contracts with the city and its insurance companies. The public is not gener-

ally aware of the company's existence, but those who are hold Damage Control in high esteem. The firm has an excellent reputation, and though some of its activities are technically illegal (see below), law enforcement officials look the other way.

The company is based in the Flatiron Building, a peculiar Renaissance-style structure famous as one of the first skyscrapers built in New York. The 21-story building, built in 1902, derives its name from its triangular shape. The Flatiron Building is built of brick and limestone (walls of Good strength).

Address: Broadway and 23rd Street, on the south side of Madison Square.

MOTIVES

Damage Control accepts any assignment related to its specialty. Its goals in all cases are a reasonable profit and restoration of order to the city—not necessarily in that order, but that depends on whom one is talking to in the company.

Damage Control's contracts with the city and with numerous insurance companies allow it to recover expenses in almost all cases. When this fails, comptroller Albert Cleary has proved adept in recovering fees by other means. (He once went to the Latverian Embassy to get Doctor Doom to pay off his delinquent account.)

METHODS AND INCOME

Damage Control confines its activities exclusively to repair of damage or problems created by super-human beings. It repairs skyscrapers, streets, and monuments. It disposes of alien spacecraft, giant robots, super-science hardware, and magical devices. It cleans up residual energies from high-tech super battles.

All objects Damage Control recovers are disposed of through public auction or held in one of Damage Control's two warehouses. The first is in

the Garment District; the other, much larger, warehouse lies across the Hudson in Elizabeth, New Jersey.

Speed of service is Damage Control's hallmark; most problems are repaired within a day. Such problems are all crises, and clients are willing to pay crisis rates. Working under a high budget ceiling, removal and restoration crews use anti-gravity units, helicopters, and (rarely) low-power disintegration units to clean up debris.

Who pays for this? Taxpayers or insurance companies cover damage incurred by minor heroes and villains. A fraction of all taxes paid by New York businesses goes into a "superfund" for this purpose.

Government-approved hero groups such as the Fantastic Four and the Avengers are required by law to post a surety bond with the city covering repair expenses. Independently wealthy heroes (e.g., Moon Knight and Professor X) often pay out of pocket for damage they've caused.

Major catastrophes are covered under FeDAS, the Federal Disaster Area Stipend. New York is prone to so many super-human conflicts that Congress considers it a permanent disaster area.

Then there are the villains. Here Damage Control operates in shadowy legal territory, for they quietly maintain relations with recognized criminals. The Kingpin, for example, finds it useful for Damage Control to dispose of the debris from his failed projects, rather than letting, say, the district attorney sift through the evidence.

Damage Control also runs a "lost and found" service for super humans. The firm finds all kinds of gadgets, magical devices, and power totems in the rubble of a battle site. The heroes and villains who lost these come to Damage Control to regain them—for a token fee, of course. The company is technically an accomplice to crimes that such villains might commit later using their gadgets.

But Damage Control views these quasi-legal activities not as abetting crime, but as services to clients, no questions asked.

PERSONNEL

Damage Control employs less than 100 workers full-time. However, it maintains priority-call contracts with dozens of other construction, sanitation, and repair firms. Because it pays the same premium rates it collects from clients, Damage Control can mobilize up to several thousand workers with a few phone calls.

Mrs. Hoag is also known to call in favors during emergencies. She can enlist occasional aid from sorcerers, telepaths, xenologists, and demolitions experts.

Damage Control staffers, though experts in their fields, have no superhuman powers. Their only extraordinary trait is their composure in the face of extreme weirdness. No matter what heroes, villains, aliens, or higher-dimensional entities they encounter, the staff of Damage Control remains unflappable and professional.

In most adventures with Damage Control, a Judge needs only the central office staff. These are described below.

John Porter

Account executive

F A S E R I P

Ty Ty Ty Gd Ex Rm Ty

Health: 28

Karma: 56

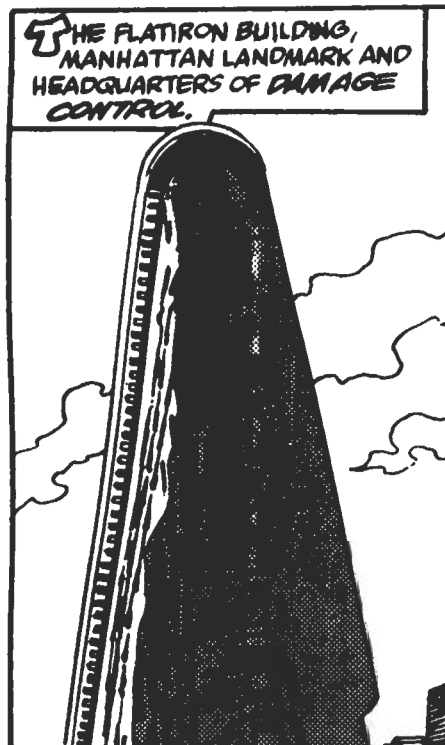
Resources: Ex(20)

Popularity: 1

John Porter acquired his nickname, "Gee Pay," at the University of Michigan. It started as a simple spoonerism of his initials, but the nickname took on new meaning when he graduated and became a successful insurance adjuster. "Gee, could you pay this, John?"

Porter became aware of the business possibilities in a world populated by super-powered beings when the Shi'ar warrior Gladiator battled the Fantastic Four in downtown Manhattan. At one point Gladiator knocked the Thing through ten automobiles—lengthwise!

One of the car owners was a client at Porter's insurance company. The client survived the accident, but at first her company refused to pay replacement costs for the wreck. (Some insurance companies have "Acts of God and Super Humans" exemption clauses.) Porter risked his job by pay-



ing the damages under the "collision" clause.

Upset at his company's conduct, Porter started his own one-man brokerage house for construction and engineering companies, "Chaos Reductions." He specialized in super-power damage, and soon became so competitive with Damage Control that Mrs. Hoag hired him herself.

Appearance: Black hair, black eyes, 6'1", 195 lbs. Trim build, piercing gaze, pleasant but slightly smug manner.

Talents: History, insurance law, creative problem-solving (Incredible ability), some athletics.

Typical Dialogue: "I don't see why we have to reroute traffic around the wreck. It's a spaceship, after all. It must have access ramps all around. Send the cars in one side and out the other."

Story Function: As a non-player character, Porter should not exercise his talent for solving problems too often. After all, the players should be the ones who get to show off! But if the PCs get stumped by a scenario, Porter can stumble on a partial solution that gives the PCs a hint toward further progress.

Porter could also provide a romantic interest for female player characters.

The Judge should keep Porter's smug behavior fairly restrained, since he is basically a sympathetic character.

Robin Chapel

Traffic manager

F A S E R I P

Ty Ty Ty Ty Rm Ex Gd

Health: 24

Karma: 60

Resources: Ex(20)

Popularity: 2

Robin Chapel attended Barnard College on an anonymously funded Political Science scholarship for "a bright woman with unusual interests." Since the scholarship called for drama, business management, computer science, and calculus classes as well as political science, Chapel was the only applicant.

After she graduated, Chapel met the patron who funded her scholarship: Mrs. Hoag. A Barnard graduate herself, Mrs. Hoag promptly hired Chapel as a Damage Control intern.

Chapel has since rotated through nearly every job in Damage Control and has excelled at all of them. The common wisdom has it that Mrs. Hoag is grooming her to one day take over the firm.

Chapel enjoys her job, but not because she gets to hang around with super humans. Their world-shattering conflicts fill her with mild apathy. She would enjoy the work even at a more conventional construction firm.

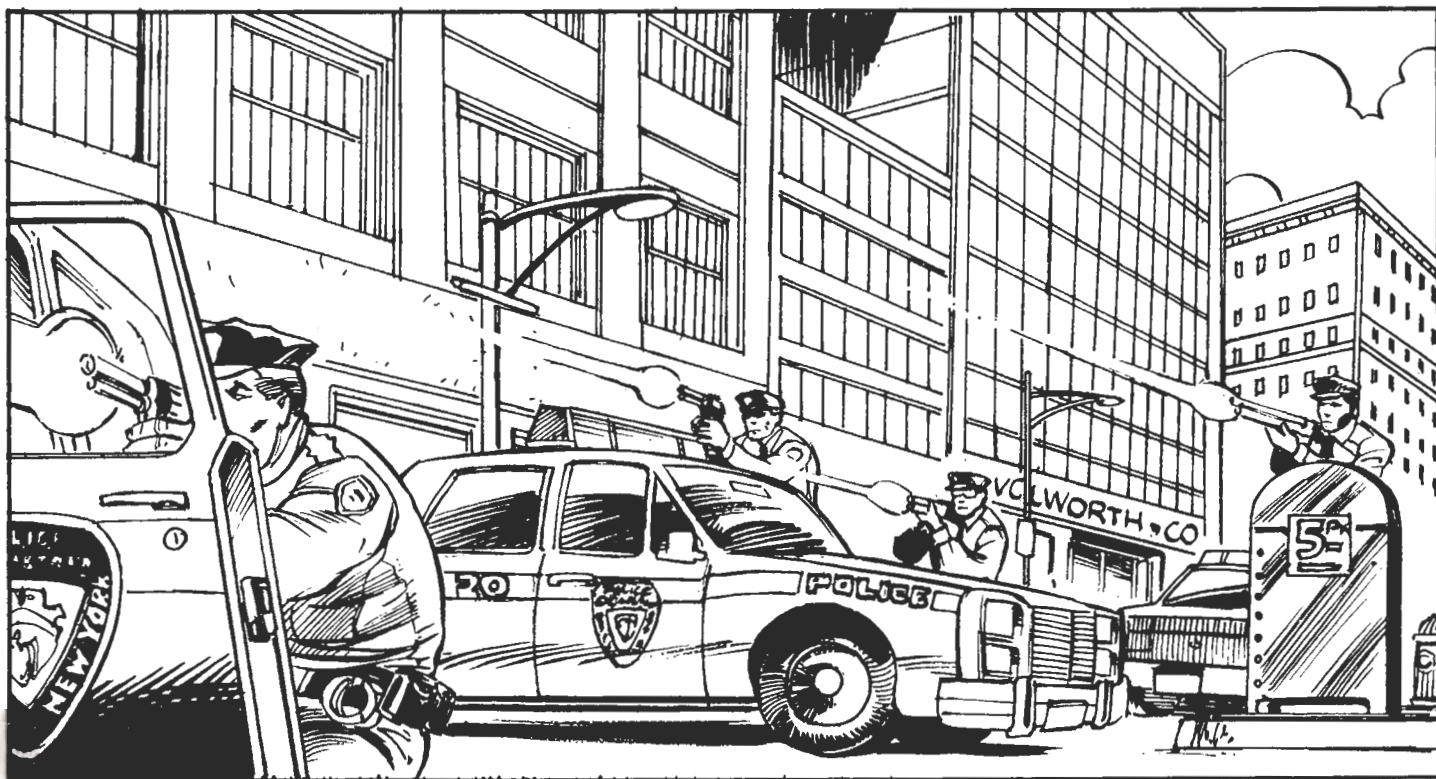
When Chapel had been traffic manager at Damage Control about as long as she cared to be, she felt she was ready to become account executive next. When John Porter got that job, she felt some resentment. But she soon recovered, and now the two are friendly (though perhaps not as much as Porter would like).

Appearance: Blonde hair, blue eyes, 5'6", 125 lbs. Generally amiable manner, but moody.

Talents: Planning, logistics, acting, judo (Martial Arts A), environmental politics.

Typical Dialogue: "I've called in a magnetic containment vessel for the anti-matter units. We'll need a new power line out to the warehouse to keep it bottled. Who's for lunch?"

Story Function: Chapel can bring in bulldozers, cranes, anti-grav units, helicopters, or anything else Damage



Control needs at ten minutes' notice.

Chapel could also provide a romantic interest for male player characters.

Anne Marie Hoag

Director of operations

F A S E R I P
Pr Ty Pr Gd Ex Ex Ex

Health: 24

Karma: 60

Resources: In(40) Popularity: 10

Mrs. Hoag believes one's personal history should not be available for public discussion.

Appearance: Gray hair, blue eyes, 5'3", 135 lbs. Overweight but always nicely dressed.

Talents: Disaster management, art appreciation, networking. Mrs. Hoag has been known to throw parties for New York's "Four Hundred" elite families.

Contacts: Mrs. Hoag is among the most well-connected individuals in the Marvel Universe. Her Rolodex in-

cludes unlisted numbers for 70 US Senators, 337 Representatives, assorted Cabinet officials, and a direct line to the President. She has never revealed why she is on a first-name basis with most of the titans of industry, finance, government, the arts, and law enforcement.

Typical Dialogue: "So glad to see you. My, what a lovely costume."

Story Function: Mrs. Hoag could call in the PCs to help with a problem (or have their friends or employers call them for her). Since her background remains mysterious, the Judge can assign her nearly any role or connect her to any character in the campaign.

Albert Cleary

Comptroller (financial supervisor)

F A S E R I P
Ty Ty Ty Ty Gd Gd Ty

Health: 24

Karma: 26

Resources: Ex(20)

Popularity: 2

Appearance: Dark brown hair, brown eyes, 6'3", 180 lbs. Erect posture, expensive and faultless wardrobe. It is known that Albert is missing two toes on one foot, but he has never explained why.

Talents: Finance and budgeting (both Remarkable level), men's fashion (Monstrous level), liability law, corporate and city politics, modern jazz.

Typical Dialogue: Often laced with his caustic wit. "Did you know this operation is 12% over budget? I take it you're saving up for Christmas shopping. Wrap it up or Santa will leave a lump of coal in your Christmas bonus check."

Story Function: Cleary provides acerbic commentary on the players' failed actions. He can veto those acts that the Judge does not want the players to try, on grounds of budget overruns or "until I can check with Legal."

Gene Strausser

Head of Research & Development

F A S E R I P

Pr Pr Ty Ty Am Ex Pr

Health: 20

Karma: 74

Resources: Ex(20)

Popularity: 0

Strausser was born in Santa Barbara, California, near some of the nation's largest defense contractors. He also worked in Santa Barbara, apparently as a researcher for the US Government, before coming to Damage Control. But he has never revealed the nature of his previous employment nor why he left it, and much of his past is still classified.

Appearance: Brown hair (balding), brown eyes, 5'5", 175 lbs. Thick glasses, chunky build, nervously friendly and curious manner.

Talents: Computer programming, gadgeteering, robotics, spacedrives, materials science, math, mechanical engineering, security systems, death rays, xenotechnology, and nearly every physical science.

Typical Dialogue: Prone to non-sequiturs. "This appears to be an advanced phase-modulated dimensional navigation device. Not unlike the IRT subway route. Did you hear they're thinking of raising the fares again?"

Story Function: Gene is Mister Know-It-All and can tell the players anything they want to know about strange devices. Use him for comedy relief. His R&D facility in the sub-basement of the Flatiron Building is a source of exotic technological plot devices.

Lenny Ballinger

Head foreman

F A S E R I P

Ty Gd Ty Gd Gd Gd Ty

Health: 32

Karma: 26

Resources: Ex(20)

Popularity: 0

Ballinger was one of Mrs. Hoag's first employees. He has been at Damage Control longer than anyone else except Mrs. Hoag—17 years. He has been head foreman for 13 years. In that time he has never been known to lose his temper, even when his employees root through the artifacts left behind after a super battle and suddenly "have an origin"—become super humans themselves. "We lose more employees that way. . . ."

Appearance: Brown hair (gray at tem-

ples), black eyes, 5'10", 200 lbs. Slouching posture, tobacco breath. Lenny is tired of being told he looks like actor Lee Marvin.

Talents: Construction, demolition, restoration, remodeling, getting overtime for his workers, bowling, drinking.

Typical Dialogue: "There's nothing about neutronium in the union contracts. Sounds like hazard pay to me."

Story Function: Ballinger is the Damage Control staffer most often found on the battle sites themselves. He may be the first Damage Controller the PCs meet after their own battles. He lends scenic color to a clean-up effort, and his unflappable manner provides occasional comic relief.

Anne

Last name unrevealed

Receptionist

F A S E R I P

Ty Ty Ty Ty Gd Gd Gd

Health: 24

Karma: 30

Resources: Ex(20)

Popularity: 3

In a lot of companies the receptionist keeps the whole operation together. At Damage Control everyone is pretty much on top of his or her job, so Anne has plenty of leisure time. She spends it buffing her nails and talking on the phone. But she does a good job of keeping communications lines open and putting people in touch with each other.

Now and then people wonder why Anne doesn't go into modeling or the movies. It's because models and movie actresses don't get to spend all day buffing their nails and talking on the phone.

Appearance: Black hair, black eyes, 5'10", 135 lbs. Gorgeous and gorgeously dressed. Aloof, confident manner.

Talents: Conversation, diplomacy, administration, fashion, cosmetics.

Typical Dialogue: "So he said to me, 'I hate to bathe alone,' and I told him, 'Then buy a rubber duck, just leave me alone'—just a minute, Bridgette—can I help you?"

Story Function: If the PCs don't meet Lenny Ballinger first, Anne will be their first contact with Damage Control. Her constant phone conversations can be a running gag. Male PCs may be interested in her romantically, but she is not likely to reciprocate.

Henry Ackerdson

Marketing vice-president

F A S E R I P

Pr Pr Ty Pr Gd Ty Pr

Health: 18

Karma: 20

Resources: Ex(20)

Popularity: 0

Ackerdson is not as well-connected as Mrs. Hoag, but he does all right. He sits on the board of directors of New Universe Pictures, and he exchanges Christmas cards with hundreds of lawyers, record producers, and even some super-powered heroes.

Appearance: Black hair, brown eyes, 5'5", 145 lbs. Pudgy. Fast talker with a really, really sincere manner.

Talents: Marketing, networking, fast talking, getting into trouble, getting people to get him out of trouble.

Typical Dialogue: "Spaceship crashed in Central Park? What, you want to remove it? Stop, leave it. Listen, how does this sound: 'AstroLand Amusement Ride.' Hey?"

Story Function: Whenever he sees the PCs, Ackerdson comes up with hare-brained marketing or promotional schemes that work as comedy relief. His extensive contacts in the entertainment industry can lead to new careers for heroes who want to retire from the campaign.

John "Bart" Rozum

College student,

Damage Control intern

F A S E R I P

Ty Gd Gd Gd Ty Ty Ty

Health: 36

Karma: 18

Resources: Good(10)

Popularity: 0

Bart Rozum speaks in almost religious terms of his early rescue from a mine shaft by a genuine super hero. He was a child at the time, and other witnesses could not identify the hero. Since then he has obsessively studied the super-human community, partly to find out which hero saved his life. He hasn't found a satisfactory candidate yet, but he is very happy to share his reasoning with anybody who asks (or who may be about to ask).

Rozum attends New York University, majoring in Urban Planning, and receives college credit for his work at Damage Control. He keeps track of the lost-and-found section, makes photocopies, gets the mail, runs errands, and furnishes—with or without being asked—data about super-beings to the

staffers at Damage Control. Sometimes the data is even relevant.

Appearance: Red hair, brown eyes, 6'5", 190 lbs. Wiry build, freckles. Wears jeans with holes in the knees, sneakers, and baseball cap.

Talents: Athletics, urban planning, driving fast. Rozum's knowledge of super-beings is much too extensive for any sane person.

Typical Dialogue: "Say, that gun looks a lot like the one used by the third Mister Fear—not the first, who was Zoltan Drago, an amateur scientist who ran a wax museum and worked with the original Eel and the original Ox, and not the second, who accidentally died in a battle with Daredevil and later became Machinesmith, but the third, who—"

Story Function: Though his work at Damage Control is a dream come true for Rozum, he is no more flustered by super-humans than anyone else in the firm. The Judge might introduce a subplot in which Bart, consumed by curiosity, tries to track down a PC's secret identity.

Jay Dixon

Security guard, Flatiron Building

F A S E R I P
Gd Ty Ty Gd Ty Ty Ty

Health: 32

Karma: 18

Resources: Typical(6) Popularity: 0

It takes a special kind of person to guard the building housing Damage Control—at least, so says Jay Dixon, who does it. Jay has no super powers, but has to handle lots of visitors who do. Luckily, they hardly ever make trouble.

The hardest part of the job is getting super-powered villains to check their ultra-powerful devices at the desk. The villains usually ignore the requests. Jay has learned not to press hard.

Appearance: Black hair, black eyes, 5'10", 165 lbs. Standard blue security outfit. Casual posture (not quite a slouch), amused manner.

Talents: Security systems, guns, wrestling, keeping calm.

Typical Dialogue: "I'll bet you're looking for Damage Control. Sixth floor. Sorry, but you'll have to leave your flaming mace here at the desk."

Story Function: Jay is a minor comic

encounter on the way to Damage Control headquarters.

STORY FUNCTION

By its nature, Damage Control does not get involved in most adventures until after the fighting is over. Therefore, the Judge will probably use the staffers as interim encounters between adventures. As some of the listings point out, the various employees can become emotionally involved with suitable PC heroes. Mrs. Hoag is a valuable contact for the PCs, since she knows everybody who is anybody.

Heroes may get visits or phone calls from John Porter or Albert Cleary, who want to collect fees for the destruction the heroes caused. These can be running gags or annoyances for the PCs. And sometimes a clean-up operation can be a springboard to a new adventure, as Lenny Ballinger's workers uncover some bizarre device a defeated villain left behind.

And remember: Nobody at Damage Control is fazed by the extraordinary. It's just part of their job.



NEW YORK'S FINEST: THE POLICE

BACKGROUND

The Federal Bureau of Investigation reports that in New York in 1987, there were over 5,900 crimes committed per 100,000 population. This is by far the highest rate of any northeastern state. The robbery rate in New York is more than twice the national average, higher than any state.

New York City contributes a lot to this rate. To combat crime, the city employs thousands of peace officers. If they did their job better, there might be no need for super heroes. But the police do their best, and in the Marvel Universe they often face dangers far above the call of duty.

MOTIVES

Like all police forces, the New York Police Department is charged with maintaining order and investigating breaches of the law. But to police officers around the city such tasks can mean different things.

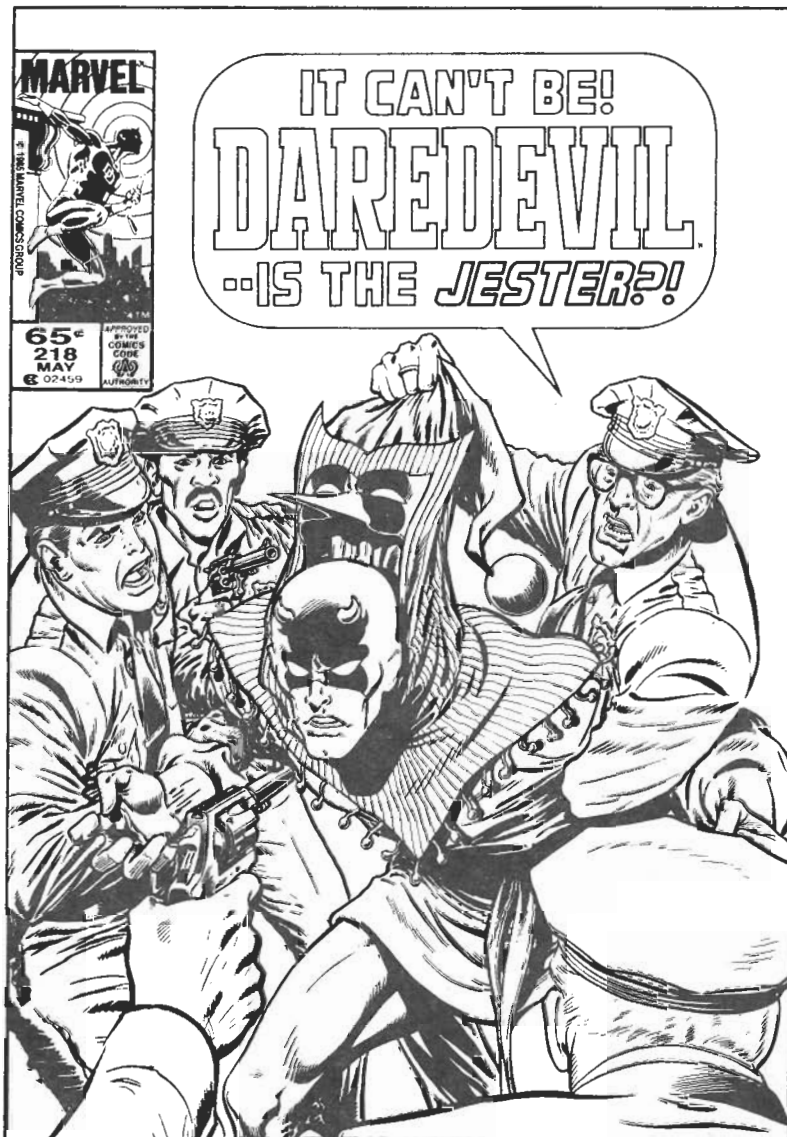
The principal styles of law enforcement are the *legalistic* style (all laws rigidly enforced to achieve a single standard of community behavior); the *watchman* style (using the law to keep the peace rather than promote legal reform); and the *service* style (using community social pressure instead of law to prevent or punish minor offenses).

Styles vary from precinct to precinct, or even officer to officer. If a couple of cops drive up to a crime scene and see Spider-Man, one may try to arrest him while the other just thanks him for beating up the crooks.

In general, New York's vast size makes the watchman style the only practical option. In other words, New York's Finest mainly try to keep the city running smoothly, not promote an agenda. Less than one reported incident in 40 leads to arrest.

METHODS AND INCOME

The NYPD is funded by taxpayer dollars allocated in the annual city budget. The department also runs



charity fund-raising events for pension funds and the like; heroes who like to stay on the good side of the law often appear at these events.

PERSONNEL

The Mayor appoints a police commissioner to run the department. The name of the commissioner in the Marvel Universe has not been revealed, but he is being blackmailed by the Kingpin and does what the crime-lord tells him to do.

Under the commissioner are several deputy commissioners, in charge of administration, juvenile crime, legal matters, licensing of officers, policy,

and public relations. The commissioner and deputy commissioners operate out of Police Headquarters on Park Row on the Lower East Side, at the foot of the Brooklyn Bridge.

Then come over 80 precinct captains, each responsible for one area in the five boroughs. No "typical" precinct exists; they come in all sizes, types, and areas.

A captain has several plainclothes lieutenants, often detectives. Then come the sergeants, who are often either young detectives on their way up or old beat cops who got stalled on the ladder of progress. And finally come the "uniforms," the officers who drive the streets and go out on calls.

Officers are not formally unionized, but they have formed organizations that serve some of the same functions as a union. Officers do not go out on strike, but informal "sickouts," where large numbers of officers call in sick, serve as a protest mechanism.

Recruitment and Training

A police recruit must be between 21 and 35 years old, a high school graduate, and a US citizen, and must have a driver's license and a clean criminal record. Nine out of ten recruits are male.

Recruits train at the Police Academy (235 E. 20th Street at Second Avenue) for 16 weeks. They learn law enforcement skills and combat and driving techniques. Once graduated, the "rookie" is assigned to a field-trained officer (FTO) in a precinct and spends six months on probation. Thereafter the officer can take civil service qualifying exams to become eligible for promotion. Headquarters awards promotions to eligible officers based on seniority, ability, heroism, and politics.

Other Divisions

Separate branches within the NYPD take charge of traffic control, bridge and tunnel patrol, and harbor patrol. There are motorcycle divisions and emergency divisions, as well as heavily armed SWAT (Special Weapons and Tactics) teams that handle hostage crises and the like. The police department also maintains stables of horses for mounted patrol in Central Park and other parks, and it keeps a canine division of dogs (usually German shepherds) trained to sniff out drugs or track fugitives.

Lieutenant Kris Keating operates a Special Weapons Force out of Police Headquarters. This 75-officer emergency team attempts to handle super-powered villains. In a confrontation with one, Keating claimed the squad has "enough firepower to sink an aircraft carrier."

Actually, this is almost true. The SWF commands dozens of military

LAWs, flamethrowers, and heavy artillery. And it employs several high-tech weapons manufactured by Stane International (formerly Stark International) or bought as surplus when SHIELD was disbanded. These include two stun cannons, three concussion cannons, and—the prize of the NYPD—a single, precious Plasma Beam. However, the force does not know how to maintain these complex devices, so it uses them sparingly. (For statistics, see pp. 42-43 of the *Player's Book*.)

The SWF's most advanced devices are six Stane-designed "nullifier harnesses." These intricate metal straitjackets have Remarkable Nullifying Power (*Player's Book*, page 76) with Feeble range. But each of the six harnesses works against only one category of powers: heat, cold, force field, size change and shape-shifting, invisibility, and matter control. Each harness is only of Good material, so they are often out for repair or reconditioning.

Kris Keating is a burly, slightly overweight man of average height. He has unruly, receding gray hair, dresses in cheap suits and a dirty overcoat, and has no love of super-powered heroes or villains. But he is a conscientious officer and a caring man.

NOTE: The real Kris Keating was murdered several years ago by the professional assassin known only as Foreigner; A master of disguise, Foreigner took Keating's place in the SWF. Later, Foreigner made impersonating Keating a training assignment for recruits in his disguise corps; over two dozen different employees of Foreigner have pretended to be Keating over the past few years; so far, no one has noticed the deception, a tribute to Foreigner's skills and training.

Service Division

The NYPD employs vast numbers of support personnel: vehicle maintenance crews, forensic pathologists, fingerprint ID technicians, secretaries, lab workers, data entry and file clerks, analysts, consultants, and so on.

The department couldn't do the job without them. But they seldom figure in adventures.

Statistics

Typical officer

F	A	S	E	R	I	P
Gd	Gd	Ty	Gd	Ty	Ty	Ty
Health: 36						Karma: 18
Resources: Good(10)						Popularity: 4
Talents: Law Enforcement, surveillance, shadowing.						

Equipment: One .38 revolver with 3-inch barrel; two speedloaders or ammo clips; flak jacket; handcuffs; walkie-talkie with city-wide range; billy club; flashlight; uniform and Sam Browne belt to hold the equipment.

Notes: Plainclothes detectives have the same statistics and equipment, except that they do not carry a billy club or flashlight. Plainclothesmen have Criminology and Detective skills.

SWAT/Special Weapons Force Operative

F	A	S	E	R	I	P
Ex	Gd	Gd	Ty	Ty	Ty	Gd
Health: 46						Karma: 22
Resources: Good(10)						Popularity: 4
Talents: As the typical officer's above, plus Marksmanship.						

Equipment: As the typical officer's, plus riot gun (see *Player's Book*, p. 42).

Police vehicles

Statistics for police cars, vans, and SWAT vans are given on page 48 of the *Player's Book*. The NYPD also employs battle copters, described on page 49 of that book. But these are seldom seen in adventures with PC heroes.

STORY FUNCTION

The uses of the police in a super-heroic campaign are obvious. They take petty crooks off the PCs' hands; they get threatened by major villains and the PCs rescue them; and they investigate mysteries offstage, giving the PCs exposition or vital clues as necessary.

THE MAGGIA

The Maggia is the world's most powerful criminal organization. It controls most drug traffic, illegal gambling, extortion rackets, and other illicit activities in the United States. It also influences various labor unions and political officials. The Maggia has diversified into many legitimate businesses.

Not a monolithic organization, the Maggia is a hierarchy of independent groups called "families." The leading members of most families are joined by familial or marital ties. Members of Maggia families may not be related, but they have nearly always grown up together, are closely acquainted, and distrust "outsiders" to the family.

This entry describes the three Maggia families prominent in New York City: the Silvermane, Hammerhead, and Nefaria families.

The Maggia's power has weakened in the United States over the last decades, primarily because of aggressive pursuit by the FBI and super-powered heroes. And its influence along the Atlantic seaboard has dwindled considerably since the Kingpin's criminal organization rose to power. The Punisher has claimed that the Kingpin has taken over 80% of criminal activity on the East Coast.

But though the Maggia may be on the run in the United States, individual family leaders remain powerful, and the Maggia can still be a springboard for many adventure scenarios.

BACKGROUND

The Maggia originated in southern Europe in the thirteenth century, partly in response to a series of oppressive foreign governments. These foreign rulers paid little attention to native traditions. Perhaps in reaction, the Maggia leaders adhered closely to traditions of personal honor and family loyalty, traditions still nurtured to this day high in the Maggia hierarchy.

MOTIVES

The Maggia is a business, and it is run as a business, to make profits. Maggiosi undertake any activity that will bring in money. For instance, the Mag-

gia has made great profits in disposal of toxic chemical wastes. Companies that don't want to pay the high costs of disposal by legitimate means contract with the Maggia to dump the wastes cheaply. Of course, the Maggia makes no guarantees to dispose of them in an environmentally safe place.

Individuals within families also hope to win prestige and gain power in the family. They achieve status by bringing in money, carrying out difficult assignments, and maintaining the honor of their families.

Honor is vital to the Maggia. Family members must honor their elders and relatives, be truthful in dealings with one another, and maintain social relations with the family. Perhaps most important, honor requires the family members to protect secrets.

All Maggia families enforce a strict code of secrecy among their members. Those who betray this code are marked for execution. The Maggioso assigned the task grasps the victim by the chin in the so-called "Maggia touch." The victim usually does not survive the day.

METHODS AND INCOME

Maggia families divide the world into "territories." A Maggioso does not operate in a rival family's territory without permission. They administer territories from home cities; in the US, Maggia base cities include Chicago, Detroit, Milwaukee, Tampa, Toledo, Los Angeles, Seattle, and others—as well as New York, of course. Some cities are "open," meaning any Maggioso can operate there without permission. Miami and Las Vegas are both open cities.

Different families specialize in different forms of crime. For instance, the Silvermane family is deeply involved in the narcotics trade; Hammerhead, in extortion and loan-sharking; Nefaria, in blackmail, industrial espionage, and supplying equipment to terrorists.

Income from these operations is hard to estimate, but it must be sub-

stantial. The Maggia generally relies on a steady stream of income from petty crime and systemic corruption, rather than big operations with high profiles. A hero is unlikely to encounter one of these "big heists" more than every year or so.

Maggia tradition being what it is, most families rely on tried and true methods of enforcement: intimidation, property damage, legbreaking, kidnapping, and contract assassination. But in New York City, the Maggia families have broken with tradition to counter the threat posed by super heroes. They often employ super-human agents, futuristic weaponry, even robots in the struggle.

The Nefaria family in particular has led the way in this trend; its membership is younger than is typical, and (in defiance of all tradition) the family is currently led by a woman, Whitney Frost.

The other Maggia families of New York use these avant-garde techniques more reluctantly. Hammerhead and Silvermane appear to use technology only for themselves, such as exoskeletons that amplify strength, rather than to equip their agents.

PERSONNEL

Maggia membership estimates are uncertain at best. The organization must employ as many "workers" as any major multinational corporation.

Worldwide, Maggia family members probably number in the tens of thousands. In the United States today there are fewer than in the heyday of Prohibition, but there are certainly at least 3,500 active family members in the country. These figures are misleading, though, because for every core member there are ten or a dozen associated thugs and workers.

In New York City the Maggia families number about three or four hundred members apiece. They employed, until recently, perhaps two to three thousand members on a piece-work basis. Only a few hundred were active full-time. Today nearly all the job-work thugs and thieves who formerly worked for the Maggia have

deserted to the Kingpin. The remaining Maggia loyalists keep quiet about it, and they watch their backs.

New York Maggia leaders have socked away large amounts of operating capital, though, and can still plan massive heists, hire major-league super-powered villains, and buy city officials. The leaders are dangerous opponents for PC heroes, too.

"Wise Guys"

High-level Maggia figures are known in underworld slang as "wise guys." They are, with significant exceptions (see below), all men. All are well-dressed, since they are in a real sense executives in a multinational business. And families are always rigidly segregated along ethnic lines; the mob is not an equal-opportunity employer.

Wise guys as a rule are jovial when with others of their kind, tight-lipped to outsiders. They tend to be touchy-feely types—hugging, backslapping, and so on. Most are not especially intelligent, but they are all street-smart. Though some can be charming in person, all are vicious and cold in Maggia matters. "Nothing personal" is a byword among Maggiosi, often as they are killing each other in feuds.

Silvermane

Silvio Manfredi

Head of the Silvermane family

F RM (30) Health: 130

A EX (20)

S IN (40) Karma: 36

E IN (40)

R EX (20) Resources: Unknown

I GD (10)

P TY (6) Popularity: - 10

Leader of the Manfredi family of the Maggia since the 1920s, Silvermane has had a checkered career in recent years. He "died" during a battle with Cloak and Dagger, but Maggia resources bought him an advanced cybernetic body that kept his brain, heart, and central nervous system alive. It is unclear whether he is still a Maggia head. Silvermane's current whereabouts and activities are unknown.

Appearance: 7', 440 lbs. Silvermane's cyborg body is a baroque contraption of silver-colored metal. His heart is visible behind a plexiglas cover. His face is that of an 80-year-old man.



KNOWN POWERS:

Body Armor. Excellent rank.

Enhanced Hearing. Silvermane's hearing is Excellent.

Talents: Criminal strategy, Thrown Objects. Silvermane has Marksman talent with handguns and sub-machine guns.

Contacts: The entire Manfredi family. Silvermane once led a faction of the HYDRA villain agency.

Hammerhead

Real name unrevealed

F EX (20) Health: 60/120

A GD/IN*

S GD/IN* Karma: 18

E EX (20)

R TY (6) Resources: Ex(20)

I TY (6)

P TY (6) Popularity: - 5

*The rank before the slash is Hammerhead's normal ability; that after the slash shows his ability when wearing his powered exoskeleton.

merhead's normal ability; that after the slash shows his ability when wearing his powered exoskeleton.

Hammerhead was an ordinary thug before a mad scientist implanted a flat steel plate in the top of his head. The operation made him grotesquely ugly and also gave him amnesia. He has patterned his new personality on old gangster movies. This suits the Hammerhead family, easily the most traditional of the Maggia families in New York.

Appearance: 6'1", 220 lbs. (in exoskeleton, 600 lbs.). Black hair, black eyes, squat features. Dresses in pin-stripe suits out of the 1920s. The top of Hammerhead's head is completely flat.

Known Powers:

BODY ARMOR. The top of Hammerhead's head has incredible armor.

Talents: Maggia organization, criminal strategy. Hammerhead gains +1 CS to all Charge attacks, in addition to the usual Charge bonuses.

Typical Dialogue: "Listen, youse guys! Chill that super-rat before he puts the whole operation on ice!"

Count Nefaria

Luchino Nefaria (deceased)

Head of Nefaria family

Whitney Frost

Alias Big M, Madam Masque

Head of Nefaria family

For complete statistics of the Nefaria family leaders, consult MU1 and MU2, *Gamer's Handbook to the MARVEL UNIVERSE™*.

Typical Maggia thug

F A S E R I P
Gd Ty Ty Ty Ty Pr Pr
Health: 28 Karma: 14
Resources: Good(10) Popularity: 0

The typical Maggia thug, though he dresses well, is no better or worse equipped than any street thug. He has a cheap pistol or revolver, extra ammo, and possibly a knife, black-jack, or brass knuckles.

Talents: Martial Arts B and E.

Story Function: Spear-carriers for the PC heroes to plow through at will.

Dreadnoughts

Warrior robots

F A S E R I P
Rm Ex In Mn Fe Ex Fe
Health: 165 Karma: 24
Resources: None Popularity: -10

The villain organization HYDRA once designed a powerful warrior robot as a weapon against Colonel Nick Fury and SHIELD. The Nefaria family stole plans for the robot and has constructed about a dozen more, using a modified design.

This is an abbreviated description of the Dreadnought robots. For more information, consult MU1, *Gamer's Handbook of the MARVEL UNIVERSE™*.

KNOWN POWERS:

Body Armor. Amazing vs. physical attacks, Remarkable vs. energy attacks. Monstrous resistance to heat, cold, and radiation attacks. Immune to mental attacks and illusions, but can be fought with attacks that affect the senses.

Weapons Systems. Flamethrowers: Incredible fire damage, range 1 area, 6 uses.

Knuckle-spikes: Typical shooting damage, range 4 areas, 9 uses.

Electrical field: Amazing electrical damage, range is contact only.

Gamma rays from eyes: Incredible intensity, range 3 areas.

Freon gas jet in mouth: Amazing cold attack, range 2 areas, one use lasting two turns.

Talents: Programming simulates Martial Art B, boxing.

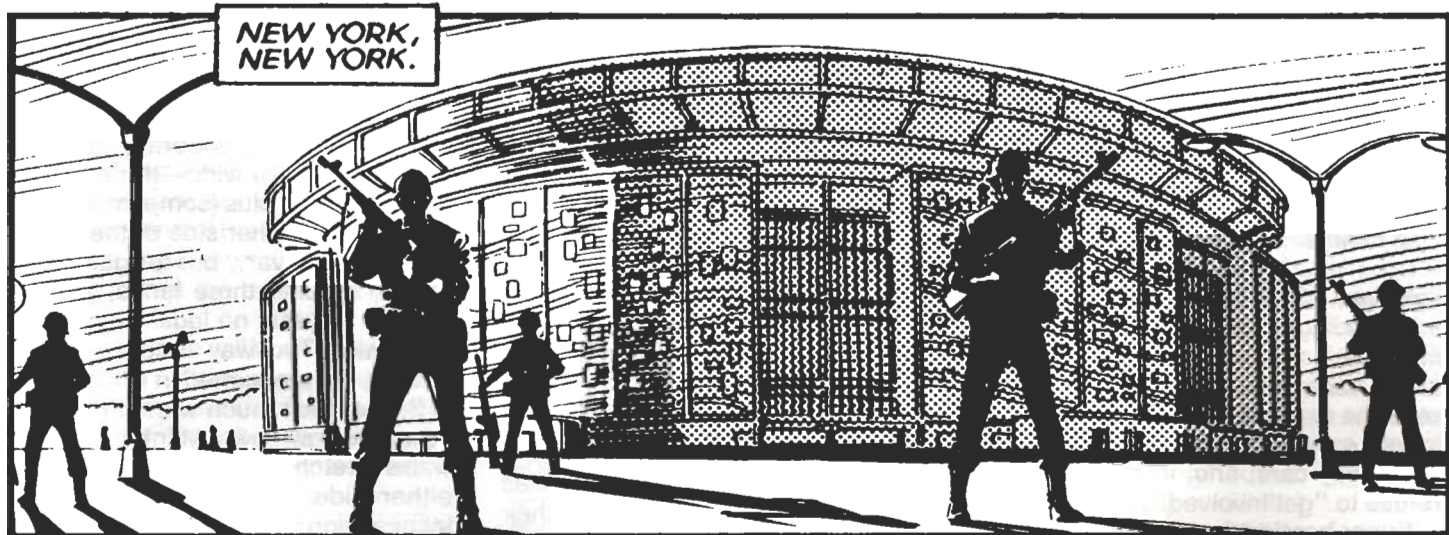
STORY FUNCTION

Very handy to a super-powered campaign, the Maggia is the generic criminal organization. It commits every kind of crime from purse-snatching to putting a force dome over the nation's capital. It employs any super-thug that the Judge wants to throw at the players.

The Maggia acquires a flavor only in the upper reaches of the organization, where the importance of honor can lead family heads to compromise their own interests—if the players can figure out how to bring honor and interests into conflict.

This is one of the Maggia's weak points; the other is the feuding that can start up between families. The players may follow the dictum, "Set a thief to catch a thief," and outfox the Maggia by pitting one family against another.

But such methods are hardly better than the Maggia's own, however good the cause. What's worse, characters trying this would have to consort with Maggia members on a more familiar basis than they would like. If a PC joins forces in this way with a Maggia family, the Judge should explore the consequences of that descent into crime.



CHAPTER 5: ON THE SIDEWALKS OF NEW YORK

THE CITY ENVIRONMENT

Previous chapters described New York locations . . . dissected the city, so to speak. But New York, once dissected, is no more a living entity than any being on a dissecting table. This chapter puts it all back together and conjures New York as a living city. Here the Judge can learn how to convey the ambience, the atmosphere of life in the Big Apple.

This chapter also describes typical city streets and the things found on them. After all, when heroes dash from one Hotspot to the next, the Judge must be able to describe the streets between.

THE NEW YORK ATTITUDE

Those who move to New York from more sedate areas often describe their changed lives this way: "Since I moved here, I've been frightened, angered, exhilarated, desperate, and terrified. But I've never, ever been bored."

Manhattan runs full steam around the clock. Residents can always find something to do, somewhere to eat, a movie to see, even places to shop at any time of the day or night. Subways and taxicabs run all the time. The pace of life moves as fast as anyone wants it to go, and sometimes much faster.

The drawback to this variety: Street scum operate around the clock as well. Beggars, muggers, con men, pickpockets, hustlers, and just plain rude people try to hit up pedestrians all the time.

In defense, most New Yorkers grow a thick layer of callus, or rather, callousness. They withdraw from their surroundings; walk past street derelicts; don't answer tourists' questions; shove each other aside in the fight for taxicabs or seats on the bus; carefully ignore screams in dark alleys or fights in subway cars; and, in general, just refuse to "get involved."

Super-heroic crimefighters become all the more impressive by contrast.

These heroes, both in the Marvel comics and in the Judge's campaign, *do* get involved. They try to help people, to make a difference. They prove that the urban life does not have to build walls between people.

The Marvel heroes may be strong and fast and wield great powers, but their real strength comes from this strength of character—the willingness to help.

And their example sometimes proves inspirational. The occasional New Yorker will intervene to help a hero in trouble. The Judge can introduce incidents reflecting this into the campaign to show that the PC heroes are doing some good.

Taking It In Stride

The Manhattanite's ability to shut out the world helps explain why so many still live in the city. When their home is constantly being threatened, invaded, held for ransom, levitated into the air, damaged, blacked out, or otherwise thrown into an uproar, what else keeps them around but an ability to ignore it all?

The "Inferno" crisis showed this. Inanimate objects attacked people, demons possessed them, heat waves struck the city. Yet New Yorkers took it in stride. Of course, they complained a lot—a popular pastime in Manhattan, but no one really worried unless a mailbox or fire hydrant attacked him or her *personally*.

In general, nothing much fazes a New Yorker any more.

NEW YORK LANGUAGE

Whuh, ya wanna know how dese people talk? Dey talk foin, whatsit to ya?

New York features the most diverse conglomeration of dialects in America. Though not so extreme as, say, London, the contrast among Brooklyn, the Lower East Side, the Upper West Side, Harlem, and the Bronx—just to pick a few examples—strikes the visitor as soon as locals open their mouths.

Much of the variety comes from the influx of immigrants into New York over the last century or more. Also, as in any society, different social classes use different dialects. Go into three New York department stores that cater to different income groups, and ask a salesperson for directions to some department on the fourth floor. In the richer stores, the salespeople pronounce the "r"s in "fourth floor"; in stores catering to lower-income groups, they don't pronounce the "r"s. This is one example of language variation.

For game purposes, of course, the Judge can ignore dialects. But dropping in an occasional NPC who says, "Boy, was dey poitoib'd!" or "Youse guys" helps evoke the atmosphere of New York.

THE STREETS

Speaking of atmosphere, this is a good time to mention the air. New York's polluted air has become a legend. Smog alerts in summer months keep children indoors. Tourists wipe their eyes and wonder why natives never feel the sting of the fumes.

In game terms, smog may keep heroes from noticing a crime or approaching villain until it's too late. Or heroes may have to rescue people who collapse from the bad air (it happens) and rush them to the hospital.

But the smog doesn't keep New York cars from jamming Manhattan's hundreds of miles of streets.

Physical Description

Major avenues generally measure 60 feet (1½ area) wide—three 12-foot lanes of traffic, plus (sometimes) parking lanes on either side of the street. Cross-streets vary, but for game purposes, assume three lanes, with no parking (at least no legal parking) on either side. Two-way streets are twice as wide, as mentioned in Chapter 2.

Streets look much wider in photos, because downtown Manhattan sidewalks stretch at least 25 feet wide on either side. Curbs are four to six inches high, with iron gutter drains every ten yards or so. Sidewalks are



usually punctuated with lampposts, trash cans, and even a few emaciated, poisoned trees.

Sidewalks are concrete, about four inches thick (Excellent strength). For material strengths of street pavement and the utilities that lie beneath it, see Chapter 6, "Underground Manhattan."

Potholes—Maps Available

Manhattan's streets are generally in poor condition, the result of incredibly heavy use and of the occasional battle between super humans. "Potholes," or open pits in the asphalt, are everywhere.

One anecdote will illustrate how prevalent they are. Drivers break axles, blow tires, and have other accidents by striking potholes; they often file suits against the city to recover repair costs. The city government did not have the money to pay for all these lawsuits, but it also could not afford to fix the potholes. So it worked out the following dodge to pre-

vent more filings.

The city government passed a regulation saying that no driver could recover costs for a pothole accident unless the city had been notified about the pothole prior to the accident. The rationale was that the city couldn't be blamed for not repairing a pothole it didn't know about. Of course (thought the government), no one would report a pothole until it gave them trouble. But the government was wrong.

A large Manhattan law firm realized that this new law would prevent them from filing lucrative pothole-accident suits—unless they did something about it. So the law firm commissioned a private firm of surveyors to scour the city's streets and locate *every single pothole*. The law firm then filed the massive list with City Hall, and in future lawsuits could claim that it had notified the city of any given pot-

hole's existence.

New York may be the only city in the world where the potholes are mapped.

Street Furniture

During the course of a battle, super humans are likely to pick up nearly anything and throw it around. With that in mind, the following list summarizes the most common items to be found in the urban environment, their weights, and their material strengths.

Fixtures	Weight	Material
Mailbox	90 lbs	Gd
Fireplug	75 lbs	Ex
Lamppost	400 lbs	Ex
Phone stand	250 lbs	Ex
Manhole cover	40 lbs	Ex
Trash can (empty)	30 lbs	Ty
Trash can (full)	75 lbs	Ty
Dumpster	650 lbs	Gd

Vehicles

Bicycle	20 lbs	Pr
Motorcycle	225 lbs	Gd
Compact car	1.5 tons	Gd
Sedan	2 tons	Gd
Luxury car/limo	3 tons	Ex
Armored limousine	5 tons	Rm
Van	2 tons	Gd
Pickup truck	1.5 tons	Gd
Garbage truck	3 tons	Ex
Bus (empty)	3 tons	Ex
Bus (full)	7 tons	Ex
Traffic helicopter	1500 lbs	Gd

Construction sites

Bulldozer	6 tons	Rm
Crane	12 tons	Rm
Steel girder	200 lbs/ yd	Rm

Parks

Park bench	150 lbs	Ty
Small tree (30 ft)	2.5 tons	Ty
Large tree (60 ft)	20 tons	Gd
Man-sized rock	200 lbs	Rm
Six-foot boulder	10 tons	In

Traffic

To those who have not been to New York, there really is no way to describe the daytime traffic. The term "gridlock" as applied to traffic jams originated here. When rush hour hits each morning and evening, gridlock often freezes hundreds or thousands of cars into roaring, fuming immobility. And at other times, when the streets are wide open, drivers tear along so that visitors doubt their sanity.

The game effects of New York traffic include the following:

(1) Tailing someone by car is usually easy. Almost all the traffic on a given street is one way. As Bullseye once remarked, "I don't care how many cop shows you've seen it on. *You can't tell* if somebody is following you up Sixth Avenue. *Everybody* goes north on Sixth Avenue." Characters won't be able to tell they're being followed unless they take an unusual route or have an extrasensory power that warns them.

(2) Villains trying to escape by car in heavy traffic may move so slowly that a hero on foot can catch them; or conversely, the villains try desperate maneuvers to escape, like driving on the sidewalk or through a corner store.

(3) Heroes may get delayed in arriv-

ing on the scene of a holdup or hostage crisis. The Judge can develop the situation to any crisis point desired before allowing the PCs to arrive. Or the heroes can try suitably heroic measures to overcome traffic obstacles.

Of course, heroes seldom drive on the streets anyway. But even the greatest heroes have been known to hail a cab.

TAXICABS

No less than 12,000 cabs scavenge the streets of New York—except in bad weather, when they all disappear. A "medallion," or cab license, costs over \$100,000. Many companies employ large cab fleets, and there are independent "gypsy" cabs, too (see Chapter 2).

Taxi statistics are listed on page 48 of the *Player's Book*. An empty cab weighs just over two tons (Incredible strength to lift). With driver, four passengers, and luggage, it weighs nearly three tons.

Taxicabs in New York do not carry more than four passengers, except for the checkered variety; these carry five. Pedestrians can tell when a cab is available by its roof light. When it carries a fare, the light switches off. The roof light also displays the cab's medallion number.

Drivers

F A S E R I P
Ty Ty Ty Ty Ty Ty Ty
Health: 24 Karma: 18
Resources: Good(10) Popularity: 0
Talents: Driving (as Pilot, but for cabs).

Contacts: Low-level criminals. A taxi driver can take a fare to a gambling game, drug pusher, or brothel.

Taxi drivers have Typical ranks in all abilities, but otherwise they have little in common. In older days they tended to be of a type, or at least a stereotype—garrulous, philosophical guys, tolerant of eccentricity but ruthless toward fellow drivers.

Today, though, there is no stereotypical driver. Many never say a word; many are female; many wouldn't know what "philosophical" or "eccentricity" means. As often as not, drivers are recent immigrants who speak hardly ten words of English. But they

do remain ruthless on the road, so when the traffic lightens, get out of their way!

Taxicabs in Adventures

Don't often see heroes riding in a taxi? True, but it has happened. As mentioned in Chapter 2, even the Fantastic Four had to ride one once.

Once, when Daredevil's hyper-senses went out of control, he fell victim to some thugs bearing grudges (and clubs). A passing driver rescued the crimefighter, then took him where he wanted to go, no charge. Talk about miracles.

Player characters might need to take a cab when their own vehicles or powers short out, or in their secret identities. A cab ride for heroes accustomed to swinging or flying across town presents chances for comic relief. Cab drivers also work as sources of information, and maybe even romantic interests in really offbeat campaigns. (Remember, many drivers today are women. *Tough women.*)

But when there are no cabs around, there's always the bus.

RIDING THE BUS

A city commuter bus is about 25 to 30 feet long, 8 feet wide, 9 feet high, and carries 80 passengers when fully loaded (as it usually is). Weights are given under "Street Furniture" above.

A bus has a front door and an exit door, both on the right. Over a dozen seats (Typical strength plastic) line each side; the seats face toward the aisle, not the front. Between and in front of the seats are handrails, armrails, and support beams of metal tubing (Good strength). Windows (Feeble glass) line both sides, but not the rear.

A ventilation hatch in the roof opens wide enough to allow an acrobatic passenger to crawl out.

Bus drivers use the same statistics as taxi drivers, above. They tend to be uncommunicative, distantly courteous, and not greatly concerned with schedules.

Bus passengers range the spectrum of humanity, but they tend to be lower or lower-middle class and taciturn. They scrupulously avoid noticing any unusual behavior by fellow passengers.

Heroes and Buses

Don't often see heroes riding in a bus? True, but now and then they hitch rides on top. Dropping down onto a moving bus is an Agility FEAT—not to see whether the hero lands safely (it's a big target), but whether or not the landing is gentle enough to avoid attracting the driver's attention.

If the FEAT fails, the driver stops and gets out to look at what made that huge "thump" on his roof. Depending on the hero's Popularity, the driver will either chase the hero away or invite him or her in for a free ride.

Unlike cabs, city buses never move very quickly—10 or 20 mph at most. Page 48 of the *Player's Book* gives bus statistics.

If the hero doesn't like buses or taxis, there is always the subway. See the next chapter, "Underground Manhattan," for details.

THE STREETS BY DAY

Just before dawn, garbage cans clatter. The sanitation truck grinds trash. People lean out windows to yell.

Merchants wheel carts with squeaking casters out of their stores onto the front sidewalks. Commuters gather at bus stops and subway stations.

The morning rush. Traffic copters high overhead, blades thrumming. Taxis vanish. Subway cars screech to a halt. People crowd on.

Phones ring in a hundred thousand offices. Brokers shout buy orders. School children sit in rows, looking out windows. On tenement rooftops, boys feed pigeons held in large chicken-wire pens. Let loose, the pigeons fly left and right at their owners' commands.

The lunch rush. Business types in executive clothes grab sandwiches or souvlaki wrapped in waxed paper, sit around fountains in building plazas, and talk buyouts. Tourists peer in gallery windows in the Village. Panhandlers in holed canvas shoes, or no shoes, demand a quarter from passersby.

In the afternoon, ESU students toss flying disks in the park. A spatter of rain sends them huddling under trees. Taxis vanish. Tourists look out from under hotel awnings. In Central Park, the frogs emerge to enjoy the rain.

Sunshine again, just in time for rush hour. Commuters pull copies of the

evening papers off tall stacks at newsstands. Subway turnstiles rattle. Copters take to the skies again to report accidents and gridlock. Taxis vanish.

Like corpuscles in blood vessels, New Yorkers stream along highways, into the city's heart in the morning, out to the boroughs at sunset, rushing in, rushing out. The heartbeat continues.

THE STREETS BY NIGHT

After sunset, night people shuffle onto the streets around Times Square, the Bowery, Hell's Kitchen, and Central Park. Some carry needles, some knives.

The city lights up. Brilliant towers of light in Midtown and the lower city. The Brooklyn Bridge reflected in the East River. Evening strolls in the park.

Limousines fetch wealthy socialites from their Upper East Side brownstones and carry them to theaters in Greenwich Village or off Broadway, or to a gallery opening in the East Vil-

lage, or to Lincoln Center. Jewels glitter and fur glistens. Canes, top hats, stickpins, chauffeurs, high laughter. Business deals closed during intermissions.

Evening classes at City College and ESU. Late studying at the Public Library. Rock clubs in SoHo and on the Upper West Side, loud and dark. Midtown and the Financial District, jammed with people six hours earlier, now stand deserted.

Theater crowds hit the streets after 10 PM. Late dinner at Sardi's or a snack at a deli. Dancing or a midnight movie. The families in Inwood and Morningside Heights are tucked in for the night.

On the Lower East Side, screams. Family quarrels and alley homicides. Silhouettes leap between the roofs or swing from lines of spider-webbing. The super-humans patrol through the deadly hours after midnight. They cannot afford to sleep, for the city never does.



CHAPTER 6: UNDERGROUND MANHATTAN

"This city has an infrastructure like no other."

—The Punisher

A persistent New York rumor reports that in 1962 Consolidated Edison, the power company, planned to construct a giant power plant at the north end of the East River Park, around 14th Street. Engineers making soil stability tests drilled on the site.

Two hundred feet down, so the rumor goes, these drills struck a gigantic underground cavern. Con Ed cancelled plans for the plant, hushed up the discovery, and built a park there.

If the rumor is true, the engineers may have discovered a branch cavern of Subterranea, the subsurface domain of the Mole Man, Tyrannus, and others. Or they may have merely struck a Morlock tunnel. This chapter does not solve the mystery, but it describes some of the fascinating world beneath Manhattan.

ADVENTURING UNDERGROUND

In the old myths and folktales, nearly every hero on a quest had to "descend into the underworld." Hades, Tartarus, the realms of Pluto—the theme is common to all cultures. Scholars equate the underworld with the hero's own unconscious mind. When he or she triumphs over its demonic denizens, the hero is actually overcoming his or her own base impulses or personal fears.

Underground New York—the subways, sewers, and Morlock tunnels—gives Judges a modern analogue to this idea. Send PC heroes into the underworld for a gritty, atmospheric tale.

To bring across the elements of fear and suspense, consider doing this just after something has temporarily altered or removed the PCs' powers. (Perhaps they have to go underground to find the device that will reinstate the powers.) This makes players feel vulnerable, and the Judge can spook them more easily. But if the PCs feel like their usual invincible selves, nothing underground will scare them much.

An adventure into the sewers or Morlock tunnels is a great test of the Judge's ability to create atmosphere and suspense. Stress the darkness, the mist, echoing tunnel walkways, strange noises in the distance. Make the players feel they are facing a twisted, tormented version of the world above.

PAVEMENT AND WHAT LIES BENEATH

Street pavement is asphalt, a few inches thick (Good strength). Sometimes a hero wants to rip up the pavement to grab a utility line beneath it. In this case, the Judge need not require a separate FEAT roll to break the asphalt; instead, just add +1 or +2 CS to the FEAT to break open the utility line or pipe desired.

Just beneath the pavement, about a foot down, lie the cables and pipes of the many utilities that serve Manhattan's skyscrapers. This section describes their ideal arrangement. In practice, the New York utility network has grown at random, so workers have had to fit these utilities around each other, sometimes haphazardly.

Ideally, telephone and electrical ducts lie closest to the surface, just inches beneath the asphalt. At least 3 feet down comes a gas main, followed at 4 feet by water and high-pressure water mains. Steam pipes run at least 6 feet under the pavement. A sewer pipe lies at least 10 feet down from the surface, and 12 to 20 feet below street level runs a storm drain.

Depending on the street, the next layer down may be a subway tunnel. The depth varies, but may be around 25 feet underground. Subway tunnels are described later in this chapter.

About 75 feet or more beneath the subway, as likely as not, there is a Morlock tunnel. These tunnels also rise and connect with the sewers at many points, since the Morlocks wanted convenient access to the larger sewer network. For the tunnels' statistics and dimensions, see below.

In the Marvel Universe, water and gas mains, steam pipes, electrical ca-

bles, and telephone lines lie near the surface. Whatever a hero is looking for as a handy weapon, there it is right to hand. Note that using these will disrupt utility service to the buildings on the street, so the hero may have some explaining to do afterwards. (Call Damage Control!)

Descriptions

Power cables: These are copper or aluminum sheathed in oil-impregnated paper. They measure about five inches in diameter. The cables run in foot-wide steel pipes that are filled with oil under pressure. If a leak develops, the oil keeps ground water from seeping in and shorting the cables. The pipes, in banks of 20 or 25, are encased in concrete. The whole set-up has Remarkable material strength.

Smaller cables are sheathed in lead or neoprene rubber. The Judge can put these Good-strength wires under a street, so that a character who isn't strong enough to rip up the larger ones still can get something to shock a bad guy.

Power lines inflict Incredible damage on grounded targets, and Good damage on flying or insulated targets. This is alternating current, so a victim immediately lets loose of the line.

Telephone line: An average cable measures three inches in diameter and contains 5400 wires, enough for 2700 phone calls at once. Cables are sheathed with thin aluminum and neoprene rubber, and are Good strength. Like power lines, they run through steel pipes, and banks of 9 or 12 pipes are encased in concrete (Remarkable strength).

Phone lines carry very low current. They inflict Feeble damage to grounded targets, and no damage to flying or insulated targets.

Gas main: Natural gas is piped under high pressure through distribution mains and service pipes. The pipes, about a foot wide, can be either steel (Excellent strength), cast iron (Good strength), or plastic (Typical strength). The Judge should vary the material according to the strength of the hero who is trying to break the pipe.

Natural gas is dangerous stuff. If a pipe breaks and something ignites the gas, it explodes with Monstrous intensity, then the gas burns with Amazing intensity until the supply is shut off or the fire is put out. Water won't extinguish a gas fire.

Since alarms trigger in the city's utility station when a gas main bursts, repair crews can arrive within minutes.

Water mains: Water is pumped at Poor pressure through regular mains. These are concrete, steel, or cast iron pipes two feet or more in diameter (Good to Excellent strength). These connect to smaller submains, and those lead to branch pipes that serve specific buildings.

High-pressure systems, foot-wide steel pipes (Excellent strength), pump water to fire hydrants at Remarkable pressure.

Steam pipe: Steam has many industrial uses. In downtown areas buildings use it for heating or cooking. A power company pipes steam under Excellent pressure through welded steel pipes two inches thick (Remarkable strength) and up to two feet in diameter. The pipes are wrapped in several inches of insulation and buried in four inches of concrete (Excellent strength).

A jet of this very hot, high-pressure steam inflicts Excellent damage on a target. Note that defenses against fire damage alone, or water damage alone, do not protect from steam. However, defenses vs. heat do protect a target.

Sewer pipe: Individual small sewer pipes connect to laterals, those connect to submains, those connect to mains, and the mains finally connect with an interceptor. They come in many sizes and are made of clay (for pipes less than 30" in diameter) or concrete (larger pipes). But see the next entry.

Storm drain: Ideally, these are separate from sewers, for efficiency and ease of maintenance. In practice, one system often serves both needs.

Beneath a street a storm drain is a primary (that is, large) pipe of reinforced concrete. Beneath a building this is usu-

ally a secondary (smaller) or even tertiary pipe. The pipes, made of concrete (Excellent strength), are quite large, from 5 to 30 feet in diameter.

Sewers and drains show wide variety in the Marvel Universe. For physical statistics, see "Morlock Tunnels and the Sewers," later in this chapter.

Manholes: Each utility system puts an access chamber, called a manhole, at every intersection. Manholes look quite different for every utility, but for game purposes they are all alike.

Each holds one normal-sized character, or two if they squeeze. The entrance, nearly always round, is 30" in diameter. To answer an often-asked trivia question, manhole covers are made round so they can't fall into the hole beneath.

For those with an eye for detail, steam and gas manholes have two separate entrances to allow ventilation.

Manholes are lined with brick or concrete (Excellent strength). They are customarily no more than eight feet deep. Each manhole provides access to one kind of utility system, which is identified on the manhole cover.

BUILDING FOUNDATIONS

The skyscrapers and lower buildings of Manhattan are built on four basic kinds of foundations. These are sometimes combined in various ways, but here are the essential models.

Floating: A single slab of reinforced concrete well over six feet thick (Amazing strength). Supports low buildings that cover a large area, such as schools or convention centers. Under the foundation are sheets of waterproof plastic and a bed of gravel.

Friction piles: Hundreds of foot-thick shafts hammered into the earth, either in rows (under the building's walls) or square clusters (under support columns). Shafts are made of reinforced concrete, sometimes sheathed in steel (Monstrous strength). In old buildings, they are made of wood.

Only a foot or two of space separate the shafts. Supports somewhat taller buildings than floating foundations, such as churches or department stores.

Bearing piles: As friction piles, but these rest directly on bedrock or clay far beneath the surface. Clusters of about a dozen tightly spaced H-beam steel girders (Monstrous strength), capped with reinforced concrete, support the building's skeleton. As above, gravel and waterproofing lie under the foundation. Supports anything up to skyscrapers.

Piers: Massive pillars of reinforced concrete, at least four feet thick (Amazing strength), sometimes sheathed in steel (making them Monstrous strength). Widely spaced; topped with a "grillage" of short steel beams. Supports the most massive buildings in the city.

Who Cares?

Why would a building foundation enter into an adventure? It doesn't have to, of course. But now and then it serves a purpose.

For one thing, every few years somebody lifts a building into the air. It happened two or three times to the old Baxter Building. The Judge and PCs might find it useful to know what is beneath a levitating building.

Also, those who dwell beneath the ground sometimes make their presence known. For example, if the Mole Man's minions attack a skyscraper, they will undoubtedly start at the bottom. Characters may carry the battle to the Subterraneans' home ground (as it were). The Judge can describe the building foundation in order to set a mood, to provide obstacles to heroes tunneling downward, or to make clear the nature of the underground attack on the building.

Finally, the description helps to show the varied, mysterious, and awesome world that lies beneath the ground—both in our world and in the Marvel Universe. For more insights into that world, see the following sections.

THE SUBWAYS

New York's subway system is not as large as the London Underground, nor as fast as Japan's tube trains. It's not as easy to use as the Paris Metro—and not as easy to use as a slide rule or a ten-function digital watch, either. And the New York subway isn't as pretty as Washington, DC's subway system—it's not pretty, period. But it is the only subway system in the world that runs 24 hours a day, every day. Each day it gets one million people where they want to go.

SUBWAY STATIONS

The subway system has 462 stations on 23 lines. The fare from any station to any other costs \$1, flat rate, in the form of brass-colored metal tokens that fit into slots on automatic turnstiles at the entrance to each station.

Subway stations twist downward into the ground from wide staircases near street corners. Signs there label each station clearly, if they are intact and not covered by graffiti.

Long flights of concrete steps with iron railings lead to filthy concrete tunnels plastered with advertising posters. Trash lies everywhere. In a small wooden booth, a bored union employee doles out tokens. In large stations, newsstands, barber shops, and other merchants do business in shops outside the turnstiles.

Turnstiles stand a little over three feet high. They are made of thin steel (Excellent strength), usually painted some dull color. One turnstile weighs about 200 pounds and is bolted to the others as a unit, and to the floor (Excellent strength to rip one up, Remarkable to rip up a whole set). Steel mesh gratings on either side of the turnstiles (Excellent strength) keep people from bypassing them, at least in theory. Inner-city teenagers have developed the art of turnstile leaping to an advanced level.

Subway station walls are covered in tile (Typical strength) of a uniquely bilious off-yellow over concrete walls (Excellent strength). Advertising hangs everywhere, but it is universally defaced with graffiti.

Walkways measure 20 to 30 feet

wide. Platforms, the areas where people wait to board trains, are 30 feet wide, 100 feet long or longer, and made of concrete. A sheer ledge 3 feet tall abuts the tracks below. The platform includes vending machines (7 feet tall, 400 lbs., Good material), pay telephones, wooden benches (Typical), and maps of the subway system.

Small stations have two sets of tracks and two platforms, one on each side of the tracks. Larger stations have separate platforms on different levels, connected by staircases. The largest ones offer wide and bewildering choices of many platforms.

SUBWAY TUNNELS

These measure from 40 to 80 feet wide, 18 to 20 feet high, and many miles long. Walls are concrete (Remarkable strength).

There is ample clearance for a standing figure on both sides of a tunnel when a train rushes by. The ceiling offers clearance for a clinging hero, as long as he or she isn't hanging straight down or doing something similarly stupid.

Subway tunnels, like the sewers, are the dark underside of New York City. In that gloom, broken only by occasional dim fluorescent lamps, anybody or anything can hide out. Support pillars bulge outward from the walls a foot or so, casting long shadows that can easily hide a man-sized figure.

Sounds echo up and down. The smallest whisper seems exaggerated, and the roar of an oncoming train becomes deafening. Smells of oil and dust fill the cool air.

Two sets of tracks, each consisting of three rails, run through the tunnel. The two outer rails are steel, about three inches wide and high (Remarkable strength).

The third rail, running between the others (nearer one than the other) has the same dimensions, but carries the electricity that powers the subway cars. The third rail is shielded by a thin metal guard painted bright yellow and black. Touching the rail inflicts Mon-

strous damage to grounded targets, and Remarkable damage to airborne or insulated targets. This is direct current, and so a target cannot let go of its own will.

SUBWAY TRAINS

Trains use the statistics for "Els," or elevated trains, listed on page 49 of the *Player's Book*.

The Car

A single subway car measures 30 feet long, 8 feet wide, and 11 feet high (8 feet above station platform level). A car holds 80 people crammed in like sardines, or 30 to 40 in relative comfort. A full car weighs 15 tons (Amazing strength to lift). Made of steel, the car has Remarkable material strength.

A New York subway car is aluminum-colored when it goes on the line, but within days vandals adorn it with spray-painted graffiti. Graffiti can be sometimes be attractive, and, in fact, the graffiti "artist" has become a folk hero in some circles. But the cumulative effect is ugly. The only other outward feature of a subway car is its destination sign.

The car has four sets of sliding panel doors, two on each side. Only the doors next to a platform open. These doors are thin steel (Excellent strength) with plastic windows (Good strength). Rubber gaskets line the doors to provide a tight seal, presumably in case the car goes underwater or into outer space. In the Marvel Universe, this is not out of the question, but in any case the doors are not truly airtight.

Inside, the car is decorated in one of several color schemes, often bright orange for the vinyl seats with blah cream-and-tan walls and linoleum. There are seats, handrails, advertising panels, and a map of the subway system. For the fixtures, use the material strengths given for buses in the previous chapter.

A sliding storm door at each end of the car allows passage to other cars. This has the same strengths as the ordinary door panels. The area where

cars join is covered with Typical-strength material, presumably to stop passengers from leaping to their deaths.

Cars are lighted with fluorescent lights mounted in the ceiling. In times past these lights were custom-made with screw-threads that wound in the opposite direction from every other light bulb made. This discouraged theft of the bulbs. Now the bulbs have ordinary threads, but are mounted in special fixtures to prevent theft.

The car ceiling also has many ventilator grilles, none large enough for a person to climb through, and a shielded fan. At one end of each car hangs an emergency brake pull that stops the train within one turn.

The Train

A train typically consists of seven or eight cars plus the motorman's cabs at either end of the train. (At the end of the line, the motorman switches cabs and pilots the train back without having to turn it around.) Thus a fully loaded train weighs over 100 tons and requires Shift-X strength to lift. The train is physically held to the tracks, but at that strength level this hardly matters.

The motorman's cab is a small compartment accessible from the platform or from inside the train. With the main controller is a simple lever with which the motorman governs the train's speed. If the motorman removes his or her hand from the control, the "dead man's stick" mechanism brings the train slowly to a stop.

Other equipment in the cab includes a brake handle box, controls for a windshield wiper and a whistle or horn, and a valve and gauge to measure air pressure for the horn.

Train Movement

Trains can reach 45 mph (Typical speed) on long stretches between stations, but ordinarily hit only 30 (Poor speed) under downtown areas where stops are more frequent.

For crash and collision rules, see page 51 of the *Player's Book*. Remember that a train hitting someone on the track inflicts +1 CS damage. Furthermore, if the target is stunned or knocked out, it remains on the tracks and takes further damage in later rounds.

SUBWAY RIDERS

The passengers are a cross-section of New York's residents. All but the very rich and very poor use the subways. Mail clerks and vice presidents at the same stock firm ride the cars to work. Housewives come into the city to shop, and tourists head out to the suburbs to tour. Village poets watch the stream of human life, while old women in raincoats mumble continually to themselves. People from every neighborhood head to almost every other neighborhood.

That said, it is fair to add that in the evening and during the night, the clientele grows raffish, then grundgy, and finally almost homicidal. Assaults, knifings, muggings, and robberies become common. Heroes who ride the subway late at night should be ready for a fight or a rescue.

The Guardian Angels

There are other heroes in New York besides those in capes and tights. A youth group has organized to patrol New York's subways and report crimes to the police. These "Guardian

Angels" receive three months of training in self-defense and the law, then travel the lines by shifts in groups of two or three. Passengers know them by their trademark red berets.

The Guardian Angels remain controversial as "vigilantes." Many in the New York Police Department don't like them at all. But the Angels say the program has proven successful. They are trying to export the program to London and, eventually, to other major cities.

Typical Guardian Angel

F A S E R I P
Gd Ty Ty Gd Ty Ty Ty
Health: 32 Karma: 18
Resources: Typical(6) Popularity: 5
Appearance: Young, in good shape, wearing a red beret. Angels can be either sex and any ethnic group. They go unarmed.
Talents: Martial Arts A, Criminology restricted to subway crime.
Story Function: Information sources, hostages, sidekicks. An Angel could be a romantic interest for a PC.



MORLOCK TUNNELS AND THE SEWERS

OVERVIEW

New York City's underworld is a dank and dangerous place. In the sewage system live animals, as well as people who live like animals. The Morlock tunnels, a separate network, harbor the mutant refugees called Morlocks. Both sets of tunnels figure in grim, claustrophobic adventure scenarios.

THE AREA

The sewers and the Morlock tunnels reach everywhere in New York City, not to mention outside its limits. However, the sewer network is too elaborate to map in this supplement. Heroes with specific questions can find sewer maps in the City Engineer's office at City Hall (on Broadway, a few blocks south of Chinatown). But City Hall is only open from 10 AM to 3 PM on weekdays, so PCs can't always get their questions conveniently answered.

The Morlock tunnels were presumably mapped when built in the 1950s, but after they were abandoned, the maps vanished in the mazes of federal bureaucracy. No map is available to the heroes (nor, unfortunately, to the Judge).

THE SEWERS

Comic-book sewers don't look much like the counterparts in our world. For instance, in the Marvel Universe, storm drains are sometimes lined with electrical wiring, insulated with Good-material rubber sheaths. This can help sewer-crawling heroes who want to arrange a diversion in the buildings above them. Just slash open the insulation, wait for the water to hit the exposed wiring, and presto! Short circuit and blackout overhead. Wolverine once used this trick to get into Hellfire Club Mansion and rescue his fellow X-Men.

Description

Characters can enter sewers through curb gratings, via manhole covers of the right type, and often from building basements. The latter routes often prove too small for normal-sized heroes, but the Judge can make allowances to move the story along. Typically one must climb down a long steel ladder (Excellent strength) to get to sewer mains or storm drains. For game purposes, the two types can be combined in one description.

These tunnels measure anywhere from 6 feet to 30 feet across. Usually circular in cross-section, they have 2-foot-wide walkways on either side—sometimes with rails, sometimes not.

Murky, fetid brown water runs down the middle of a pipe. This water can be anywhere from 6 inches to 4 feet deep, or deeper during large rainstorms. Sewer pipes are built on grades, but not steep ones, so the current seldom runs fast. When they do, such as during storms, a hero in the current may slip and be swept downriver. Use the rules in the "Holland Tunnel" Hotspot entry in Chapter 1.

More important than game measurements is the sewer atmosphere. Needless to say, the pipes smell really awful. They are unlighted outside main pumping stations and treatment plants. However, if none of the PCs has a light source or special perception powers, the Judge can say that dim light filters down via manholes, curb grates, or even (to get baroque) the old standby, phosphorescent algae on the walls. (Hey, if there are alligators down there, why couldn't there be algae?)

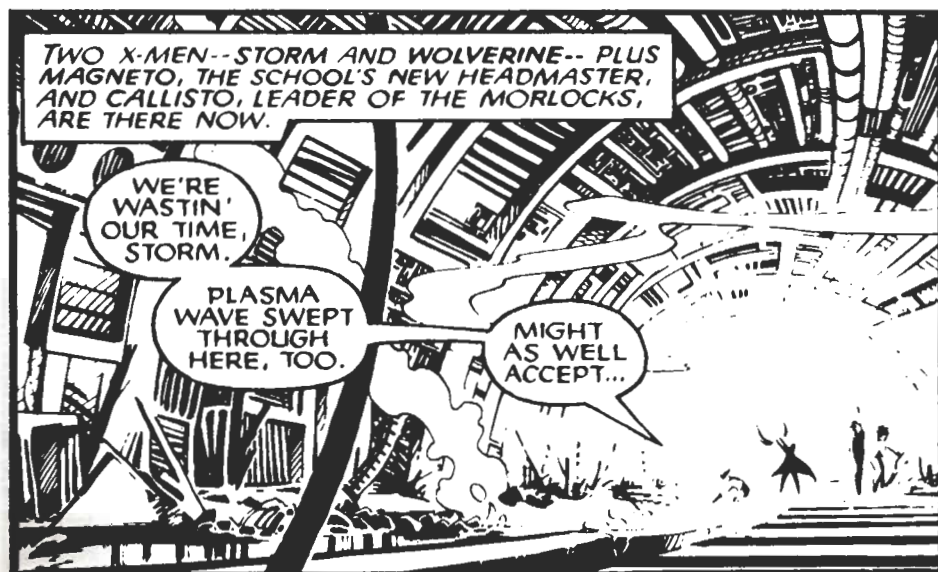
Footsteps echo ominously. Vapors drift up from the water. Tunnels turn back and forth, seemingly at random. Many pipes can join at intersections, creating a bewildering maze. Heroes are likely to get lost. The only people who can find their way around are the ones who live down here.

The Mole People

Heroes occasionally visit the sewers. But there are hundreds of people who live there, if you call that living.

These are the forgotten people, the ones without homes, family, possessions, income, hope, or future. They might be addicts, runaways, amnesiacs, widows and widowers, cripples, alcoholics, bums, psychotics, or just broken men and women. They have no favors to call in, no resources to draw on. They have given up.

In this filthy maze of pipes and tunnels, these people join the rats and roaches as just another kind of vermin. Some are pitiable, some dangerous, but all are pathetic outcasts from society. Forgotten by those above, they have no status of any kind. City Hall does not even acknowledge their existence.



These vagrants have Poor ability ranks, but Good Intuition in matters of survival. They scavenge pocket change from gutters and storm drains, find food in dumpsters, and sleep on warm exhaust vents or around crude fires built in the draft of a primary conduit.

If these sewer folk ever interact with heroes, it is on the most basic level—as beggars, assailants, victims. They have no initiative and cannot work as guides or informants. Their primary role in adventures is as background figures, lending spooky atmosphere. Their endless refrain is, “Food . . . money for food. . .”

Probably most could be helped back to sanity by good treatment in the world above. But there are hundreds of these derelicts, if not thousands, beneath the city. Heroes can’t help them all.

SHIELD Foxholes

The defunct intelligence agency SHIELD (see “SHIELD Headquarters” on page 62) maintained several dozen “foxholes” in the sewers beneath Manhattan, with perhaps a dozen others spread through the outlying boroughs. Agents used these emergency refuges when their covers were blown—when being seen above was a death warrant.

After SHIELD went bad and declared director Nick Fury an outlaw, Fury used one of these foxholes as a hideout and source of equipment while fleeing the agency. SHIELD has now disbanded, but the foxholes remain.

A foxhole is a 10-foot square concrete room with a bank of six wall lockers, each 18 inches wide and a foot deep. Made of sheet steel (Good strength), the lockers can be torn loose only as a unit, a task calling for Remarkable strength. Locker contents vary but usually include hand weapons, a first-aid kit, a portable two-way radio linked to SHIELD headquarters, and concentrated food supplies. Lockers can contain other items at the Judge’s discretion.

The room also contains three folding chairs (Typical strength), a porcelain washbasin and toilet, and a wall mirror. The walls are reinforced concrete (Excellent strength). The room is powered by long-life batteries that recharge from underground power cables.

The lockers are not locked. This is

because the entire foxhole is protected by a camouflaged steel door of Remarkable strength. To open the door, an agent places his or her hand on a concealed plate, and a sophisticated sensor confirms the agent’s identity and slides the door panel up into the ceiling.

Foxhole locations are classified. They are always in places that are remote even by the sewer people’s standards. No one has ever stumbled on one by accident. But heroes with connections to the city or federal government (or to SHIELD, if it has not yet been disbanded in the campaign) might know a few foxhole locations.

THE MORLOCK TUNNELS

During the civil-defense scares of the 1950s, when Americans feared that Communists would invade their back yards at any moment, the federal government constructed an immense series of tunnels beneath New York City, the surrounding area in New Jersey and Connecticut. The tunnels were intended for use by the government and the military in the event of nuclear war.

The existence of these tunnels was hard to conceal, though officially the project was classified. However, the tunnels were later abandoned during an easing in international tensions. And the passage of time did what no high-level classification could: it made people forget about the tunnels.

Rediscovery

Then the mutant outcast Callisto rediscovered the tunnels. She joined up with another mutant, Caliban, who had the ability to locate others of their kind. Together with the hulking Sunder and the depraved Masque, Callisto claimed the tunnels for her own. She drew more mutant refugees and outcasts, people who sought only escape from the world of humanity, under her leadership. They became the Morlocks, named after the subterranean workers from the H. G. Wells novel *The Time Machine*.

Later the Morlocks met and fought with the mutant X-Men. Callisto was defeated in single combat by the X-Men’s leader, Storm, who became offi-

cial leader of the Morlocks. But since she had no wish to join them underground, she left them in Callisto’s charge.

Still later, the enigmatic mastermind known as Mister Sinister ordered his mutant thugs, the Marauders, to slaughter the Morlocks. Almost all of the outcasts died at their hands, and many of the survivors have gone insane (or more insane than they were).

The surviving Morlocks are now led by Erg, the mutant who can absorb energy and project it from his eye.

Description

Some accounts claim the Morlock tunnels are “a thousand feet below Manhattan,” but this is an overstatement. Most Morlock tunnels, including “The Alley,” are about 100 to 250 feet beneath the surface, not far below the deepest subway tunnels.

Most tunnels use the same measurements as the sewers, above, except that the floors are flat and, by and large, dry. These too connect in a network that bewilders visitors from above. But in the tunnels, unlike in the sewers overhead, there is one infallible landmark.

Straight up the middle of Manhattan Island runs the Alley, a vast tunnel that forms the spine of the entire Morlock network. The Alley measures 70 feet wide, and its arching ceiling reaches 50 feet high at its top. Its builders intended the Alley and its branches to hold at least half the population of New York City, and this is no doubt possible.

Some accounts show the Alley’s walls to be lined with bulges, pipes, casements, and other protrusions. Their function has not been revealed. Perhaps, if they exist, these are containers for food, bedding, and similar bomb-shelter supplies. After so many years and so many predations by Morlocks and animals, these supplies probably are no longer useful.

NPCs

Statistics for alligators and rats are on pages 58-59 of the Judge’s Book. For more about rats, see the “Central Park” entry in Chapter 3.

For full descriptions of many of the Morlocks, consult the various volumes of *Gamer’s Handbook of the*

MARVEL UNIVERSE™ and MA1, *Children of the Atom*.

Emma LaPorte

Evangelist, former prostitute

F A S E R I P

Pr Ty Ty Ty Ty Ty Gd

Health: 22

Karma: 22

Resources: Poor(4)

Popularity: 0

LaPorte had lived what she called "a long and wicked life" when a client arranged to have her meet a young man named Rusty. When she attempted to seduce him, his latent mutant power of flame manifested itself. Rusty accidentally burned LaPorte, scarring her horribly.

Instead of feeling vengeful, LaPorte looked on the incident as "a chastisement and a call from the Lord." Turning to evangelical Christianity, she set out to convey a message of life and forgiveness to the Morlocks and other refugees of the sewers. Her current whereabouts are unknown. (Rusty has been training with the members of X-Factor.)

Appearance: 5'7", 140 lbs. Age uncertain. Erect bearing, gentle manner. LaPorte's face was horribly transfigured by Masque, the Morlock who alters faces. But LaPorte regards this as another sign from above.

Talents: Preaching, survival, finding her way around the sewers.

Typical Dialogue: "If you shut out the pain and the trying, you shut out the living, too. It's the Lord's own truth!"

Story Function: LaPorte could be a rescuer or guide in the sewers, or could be a hostage the heroes must rescue.

"The King"

Self-proclaimed lord of the sewers

F A S E R I P

Rm Gd Ex In Gd Ex Gd

Health: 100

Karma: 40

Resources: Poor(4)

Popularity: 0

When Daredevil ventured down into the sewers looking for the Kingpin's wife, Vanessa, he found her—and and her captor, a huge bone-white man who called himself "The King."

Appearance: A dead ringer for the Kingpin—huge and muscular like a Sumo wrestler—but pure white, covered with warts or other growths, and dressed in only a soiled loincloth. Cruelly humorous, sadistic manner.

Talents: Martial Arts A, B, C, and Wrestling—just like the Kingpin.

Typical Dialogue: "Hi. I'm The King." (Pause.) "I rule everything down here." (Another pause, and a smile.) "Now I'm gonna kill you."

Story Function: A powerful and unexpected foe for PC heroes on a sewer adventure.

The Punisher recently followed a band of young thugs into the sewers. Part of the Kingpin's organization, they sold crack in downtown Malcolm Shabazz High School. When the Punisher found them, they were branching out, having agreed to blow up the high school for Libyan terrorists. The Punisher demonstrated that concussion grenades work as well in the sewers as aboveground.

CAMPAIGN USE

Manhattan: Heroes may have to enter the sewers or the tunnels to follow an escaping villain, or find a witness to a crime. Maybe an informant with vital information on a Maggia operation fears for his life, and has fled underground. A valuable object may have gotten lost, perhaps in combat, and fallen down a storm drain; the heroes must go underground to find it. A Morlock might seek out the heroes for help in solving a murder or mystery in the tunnels.

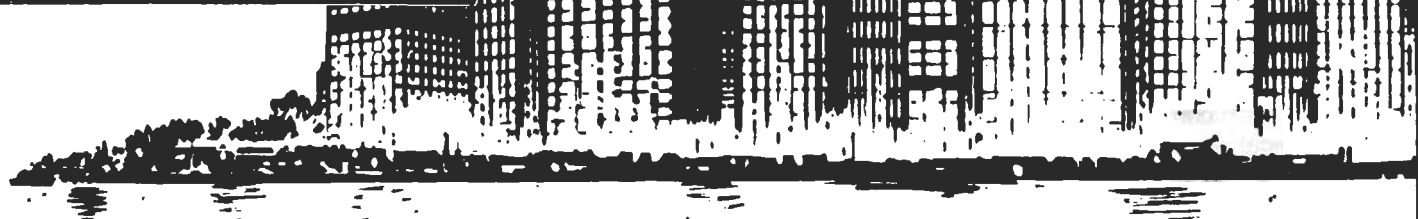
Other Cities: Sewers are sewers everywhere. All the descriptions above apply to any campaign city.

The Morlock tunnels might have parallels in other cities (the 1950s civil defense movement covered a lot of territory), but if so, their existence has not been confirmed. Only very large metropolitan areas could have afforded them.

CRIMES

Insofar as vagrancy is a crime, the sewers are the most crime-ridden part of New York City. But there are more serious felons here, too: murderers on the lam, smugglers meeting for a deal, assassins disposing of victims. Because the sewers are not patrolled and because it is so easy to evade pursuit, anyone in a tough spot may consider hiding out here. (This applies to heroes, too, when a villain's plot has turned their friends or their city against them.)

FORTY MILES SOUTH OF
XAVIER'S SCHOOL IS
MANHATTAN ISLAND,
HEART OF THE CITY OF
NEW YORK...



BIBLIOGRAPHY

Material about New York City is voluminous and generally of high quality. As one of the major tourist spots of the world, New York has inspired thousands of tour guides, restaurant guides, photo essays, affectionate memoirs, and maps. Both Judge and players can use this avalanche of material to gain a better sense of the city and to help improve descriptions of settings, people, and daily life.

Many of the following resources proved useful in compiling this campaign set. Most are available in bookstores or your local library. Some are out of print, available only in libraries or used book dealers.

Tour Guides

These are the handiest, most accessible tools for a campaign Judge. They give a great deal of hard information, all oriented toward those who know nothing about the city. However, they tell next to nothing about the seamier side of the city, the area the Judge most needs to know about.

Good guides to New York appear annually in the Fodor, Fielding, and other series. The Michelin guide is especially good and copiously illustrated. All are available in the travel section of bookstores.

The British publisher Virgin Books produced an offbeat but useful *Virgin Guide to New York* in 1986 (an American edition came from Pantheon Books, 276 pp, \$7.95). This guide is unafraid to describe New York's squalid side, and it has a hip, rather cynical European viewpoint that may prove refreshing.

Head and shoulders above all other travel guides was the massive *WPA Guide to New York City* (1939; reprinted by Pantheon, 1982; xxxii + 702 pp., \$8.95). The Works Progress Administration funded this and several other city guides by the Federal Writers' Project. This was one of many projects the government created to provide jobs for the unemployed during the Great Depression.

Though 50 years out of date, this guide describes every single neighborhood in greater New York City with quality and a level of detail unmatched

by any other guidebook. Run your heroes through a time-travel adventure back to the Great Depression. Or start a "historical" campaign about American super-powered heroes fighting the Nazis and Japanese in World War II. Many other curious little details might prompt fun scenarios. This book should not be missed.

Maps

In a New York campaign, a good map is almost as important as a guidebook. The maps in this supplement should meet most purposes. But for those with a taste for detail, good New York City maps are available from Baedeker, Rand McNally, and other notable cartographers.

The absolute best map, though the hardest to find, is published by Bollmann-Bildkarten-Verlag KG, of Braunschweig, Germany. This 1984 "picture map," drawn by the brilliant cartographer Hermann Bollmann, is based on 67,000 individual photographs. It covers midtown Manhattan from around 14th Street up to lower Central Park. Its meticulous depiction of *every single building* from a bird's-eye view makes it indispensable to Judges who have never been to the city.

Books

There are too many New York books to list. Here are a couple of specialty items that helped in the descriptions of specific areas.

Of many books about Lady Liberty, *Restoring the Statue of Liberty* is the hands-down best for Judges who need to know what the Statue really looks like down to the finest details. It was written by Richard S. Hayden and Thierry W. Despont, who led the 1986 restoration of the Statue. (Published by McGraw Hill, 1986; trade paperback, 176 pages, \$14.95).

Underground, by David Macaulay (Houghton Mifflin, 1976; oversize trade paperback, 112 pp., \$5.95). This fascinating exposition of the infrastructure beneath a city street provided the hard data for Chapter 6, "Underground Manhattan." The book describes the construction of building

foundations, gas and water mains, sewers, telephone and electric lines, and storm drains.

Another Macaulay book, *Unbuilding* (Houghton Mifflin, 1987; trade paperback, 128 pp., \$6.95), describes the Empire State Building, but it takes a whimsical approach: A rich oil sheik buys the famous skyscraper, and the building is dismantled floor by floor for shipping overseas. In this backward way the reader learns about skyscraper construction—useful to the Judge who wants to destroy a few buildings in a Manhattan campaign.

Macaulay's books are usually found in the children's section, but they make excellent reading at any age. Large, meticulously researched, clearly written, and illustrated with excellent line drawings, they arouse your interest in things you never thought about before. "Now that you mention it, how *do* they string the telephone cables down those long pipes? How do skyscrapers support all that weight?" These books tell as much as you want to know, and no more.

For those interested in history, Macaulay has also done excellent books about the construction of pyramids, cathedrals, Roman cities, old mills, and medieval castles. All are useful to referees of role-playing adventures set against various historical backgrounds.

Look for all these books in the children's section of your local library. You can always tell the librarian you're checking them out for your kid brother.

Another good book hiding in the children's section is *They Said It Couldn't Be Done*, by Ross R. Olney (E. P. Dutton, 1979; hardcover, x + 134 pp., \$10.95). This short volume describes notable achievements like Mount Rushmore, the Gateway Arch in St. Louis, and the first moon landing. The section on the **Holland Tunnel** was the main source for the description in the *Campaign Sourcebook*, and the Empire State Building entry is also useful.

Along with these commercial works, don't forget another useful book: Manhattan's gigantic telephone directory. Its lists of addresses for

businesses and government agencies can be useful when you need to know the location of (for instance) the Army recruiting station that foreign terrorists have threatened, or a specialty bookstore that carries ancient necromantic texts. And the residential directory gives you all the NPC names you can ever use.

If you live outside the New York area, try looking for a directory at a main library or university library that carries out-of-state phone books.

Magazines and Newspapers

Among magazines, *The New Yorker* and *New York* magazine are nationally distributed. They cover matters that are tangential to a role-playing campaign's concerns, but both feature extensive

listings of theater, cinema, and events that provide color for scenarios.

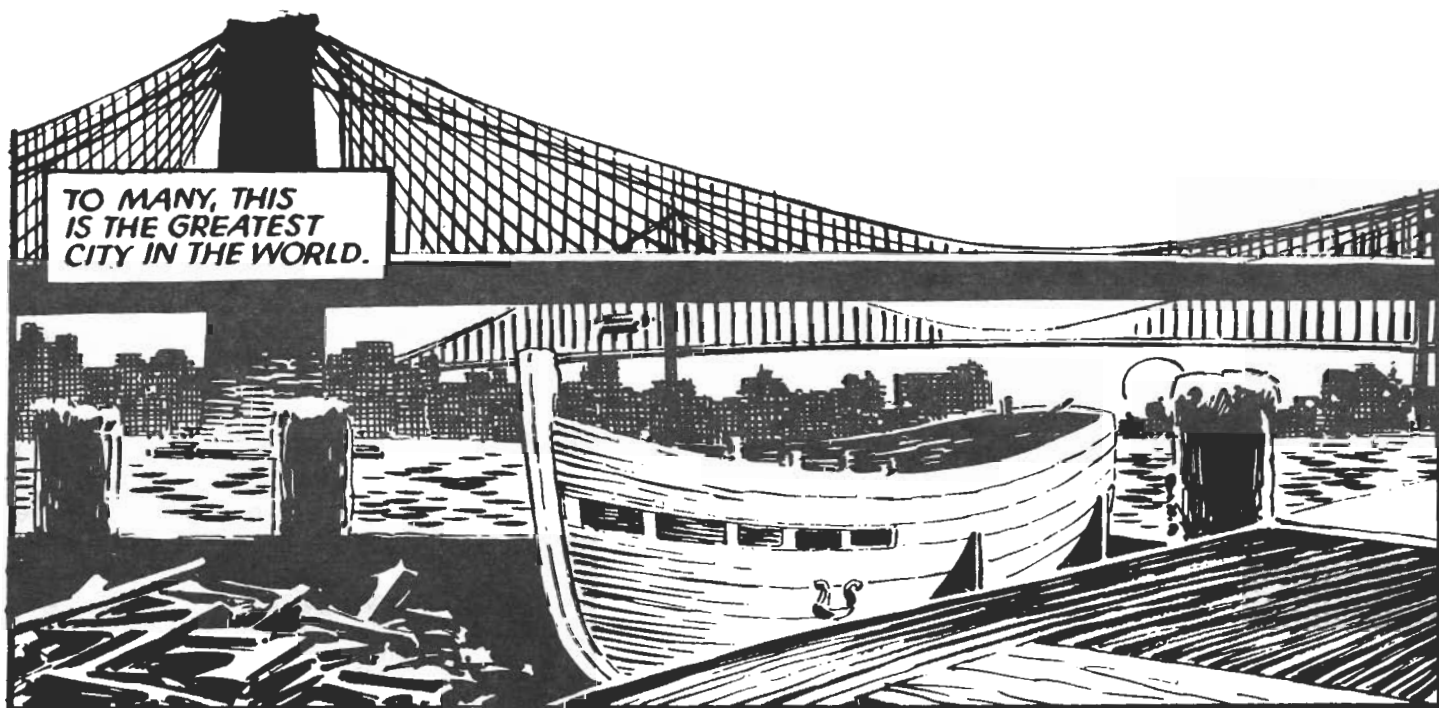
Since distributors in our world do not carry the *Daily Bugle*, the Judge outside New York must be content with the *New York Times* and the *Wall Street Journal*, two of the few national newspapers. Those who live in New York can find news, of a sensationalist sort, in the *New York Daily News* and the *New York Post*.

Pictures

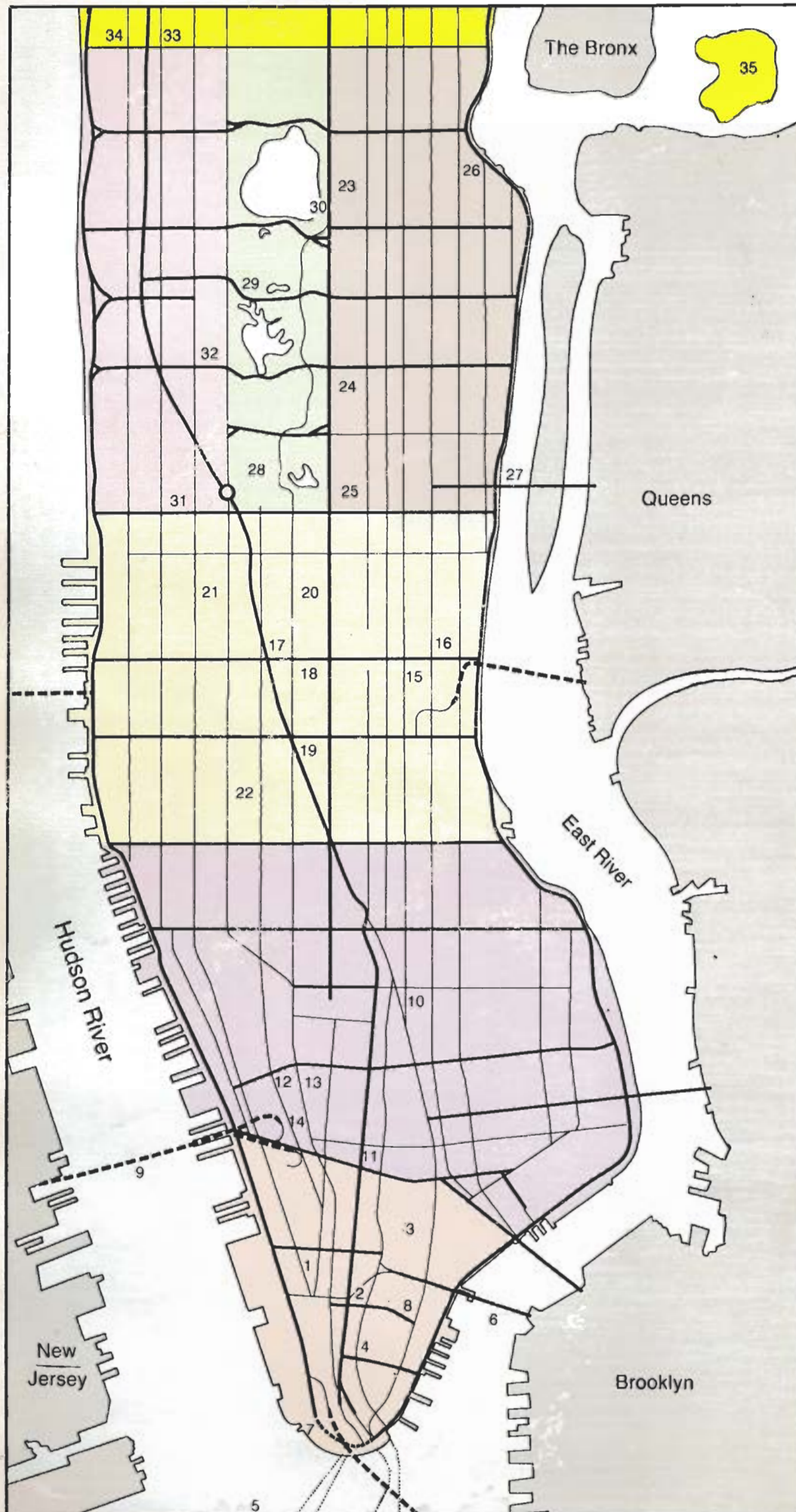
Photographs provide a useful tool to help players visualize the settings of their adventures. New York, a city with many beautiful views, has been depicted extensively in many books of photographs. Check the subject catalog in your local library for titles.

One notable picture book: *Above New York*, by Robert Cameron and others (Cameron and Co., 1988; hardcover, 160 pp., \$29.95), is a series of airborne views of every part of the city. Obviously this makes the book especially suitable for a super-hero campaign, since heroes often fly over the city.

Another excellent though sporadic source for New York photographs is the monthly *National Geographic* magazine. For instance, the May 1983 issue features an excellent article on Brooklyn and the Brooklyn Bridge. *National Geographic* is available only by subscription or in libraries, or it is frequently in tall yellow stacks at garage sales.



MARVELTM MANHATTAN



Lower Manhattan

1. World Trade Center
2. City Hall
3. Chinatown
4. New York Stock Exchange
5. Statue of Liberty
6. Brooklyn Bridge
7. Battery Park
8. Chase Manhattan Plaza
9. Holland Tunnel

Village and Lower East Side

10. Empire State University
11. Washington Square
12. Doctor Strange's Sanctum Sanctorum
13. SHIELD Private Headquarters
14. SoHo

Midtown

15. Daily Bugle
16. United Nations Building
17. Times Square
18. Four Freedoms Plaza
19. Empire State Building
20. Rockefeller Center
21. Hell's Kitchen
22. Madison Square Garden

Upper East Side

23. Guggenheim Museum
24. Maria Stark Park
25. Hellfire Club Mansion
26. Gracie Mansion
27. Roosevelt Island Tram

Central Park

28. Sheep Meadow
29. Delacorte Theater
30. Metropolitan Museum of Art

Upper West Side

31. Lincoln Center
32. Dakota Apartments

Upper Manhattan

33. Columbia University
34. Grant's Tomb
35. Ryker's Island